

# TOMORROWLAND

## ROCKET TO THE MOON

There are plenty of yester airlines you could fly on your way to Yesterland—including Western Airlines, Pacific Southwest Airlines (PSA), and Bonanza Airlines. But once you get to Yesterland, only Trans World Airlines—TWA—can take you to the Moon. Well, in reality, only TWA can provide a simulation of it.



Photo by Charles R. Lypany, courtesy of Chris Taylor

Ready for liftoff

The TWA Moonliner is the tallest point in Yesterland—at least if you visit before the construction of 147-foot Matterhorn Mountain. Standing on its three legs, the tip of the 72-foot rocket is 80 feet above the ground, so it's taller than 77-foot Sleeping Beauty Castle. You can even see the Moonliner from the freeway.



Photo by Robert Breneman, 1958, courtesy of David Breneman

The focal point of Tomorrowland



Photo by Merrill Garner, 1958, courtesy of M. Scott Garner

Graceful arches and domes

Tomorrowland represents the future—the world of 1986, around 30 years from the present. By then, TWA expects to provide passenger service to the Moon at speeds exceeding 172 thousand miles an hour. In 1986, the trip will take eight hours.

TWA's Rocket to the Moon gives you a preview of that experience, "in ten thrilling minutes—all without ever leaving the ground."

The Moonliner is big, but a real Moonliner in 1986 will be even larger. A sign at the base of the Moonliner explains its scale:

THIS 80-FOOT PYLON is a  $\frac{1}{3}$  scale model of a rocket ship of the future. The full-scale ship would be 240 feet in length and designed to use nuclear energy as fuel.

Stabilized in flight by gyroscopes, it would be controlled by automatic pilots and magnetic tapes. Landing tail-first, no air-foils or wings would be necessary, its vertical descent controlled by its jets. The 3 retractable landing legs would be equipped with shock absorbers.

The light color used on the outer surface is for maximum reflectivity of solar radiation and would probably be a baked enamel finish to resist excessive heat due to atmospheric friction. Liquid coolants would circulate through all window panels and cockpit enclosures.

Launching and landing would be done over a "firing center" to confine and lead off the superheated exhaust gases.

Although this attraction is sponsored by TWA, you still need to present a ticket as you enter the show building.



Photo by Charles R. Lympany, courtesy of Chris Taylor

Twin domes of *Rocket to the Moon*, allowing frequent departures



Photo by Fred Nelson, 1959

### *Rocket to the Moon from the Skyway*

Your Rocket to the Moon simulation takes place in one of two identical dome-shaped “passenger chamber” theaters. Take a seat in one of the three tiered rows surrounding the screen in concentric circles.

There’s a round projection screen in the center of the floor, another on the ceiling. The floor screen will show you where you’ve been, while the ceiling screen will show you where you’re going—almost as if they were windows.

As you lift off, look at the floor screen. You’re high above the launch pad, then high above Anaheim, and soon high above the Earth. As you leave the Earth’s atmosphere, the blue sky changes to the blackness of outer space. The Moon grows larger on the ceiling screen as the Earth gets smaller on the floor screen.

You don’t actually land on the Moon, but you get to fly around the back side of the Moon. Along the way, you learn interesting facts about the Moon and the planets. Soon you’re heading back to Earth. After your craft turns around, you see your destination on the floor screen. Prepare to land.



Photo by Charles R. Lympany, courtesy of Chris Taylor

### The future?

Although the ride is a simulation, the optimism about the future is real.

Rocket to the Moon opened in Disneyland in 1955. The red-and-white TWA Moonliner was the icon for Tomorrowland.



Photo by Werner Weiss, 2006

Moonliner in the 1955 model at Disneyland - *The First 50 Magical Years*

The Moonliner had looked futuristic in 1955—but by the late 1950s, it already looked like a relic of the past. NASA's Project Mercury sent astronauts into orbit using straightforward, cylindrical Atlas rockets. The elegant Moonliner was like an elegant TWA Super Constellation propeller aircraft in the age of TWA Boeing 707 and Convair 880 jets.

TWA dropped its sponsorship of Rocket to the Moon in 1961. There was no official reason. TWA would fly you across the Atlantic and the Pacific, but no longer to the Moon.

Douglas Aircraft, the manufacturer of DC-8 jets, must still have liked the Moonliner.



Photo by Ron Fleischer, 1964

Moonliner in Douglas Aircraft livery

Douglas Aircraft sponsored Rocket to the Moon from 1962 until 1966. The Moonliner stayed, but it sported a new, less elegant paint scheme. Blue vertical stripes down the rocket were interrupted by columns of large, red uppercase letters spelling DOUGLAS.



Photo by Charles R. Lympamy, courtesy of Chris Taylor

*Flight to the Moon, replacement for Rocket to the Moon*

Rocket to the Moon closed permanently September 5, 1966. The show building was demolished.

For the New Tomorrowland of 1967, Disneyland built a new, larger show building—again with two round theaters, but larger in diameter and with a fourth concentric circle of seats in each. Flight to the Moon, presented by McDonnell Douglas, opened August 12, 1967. The new version added an Audio-Animatronics “Mission Control” pre-show and moving seats.

The 1955-vintage Moonliner rocket was no longer anywhere to be seen. It had been scrapped. There was no replacement.

From July 1969 through December 1972, six manned missions of NASA’s Apollo program landed on the Moon. Travelling to the Moon didn’t seem so futuristic anymore. Although these weren’t passenger flights, the present had caught up with Tomorrowland. Disneyland’s Flight to the Moon closed January 5, 1975, less than eight years after opening.

Mission to Mars, an updated show using the same show building and Audio-Animatronics cast, lasted from March 21, 1975, to November 2, 1992.



Photo by Chris Bales, 1991

*Mission to Mars, an updated version of Flight to the Moon*

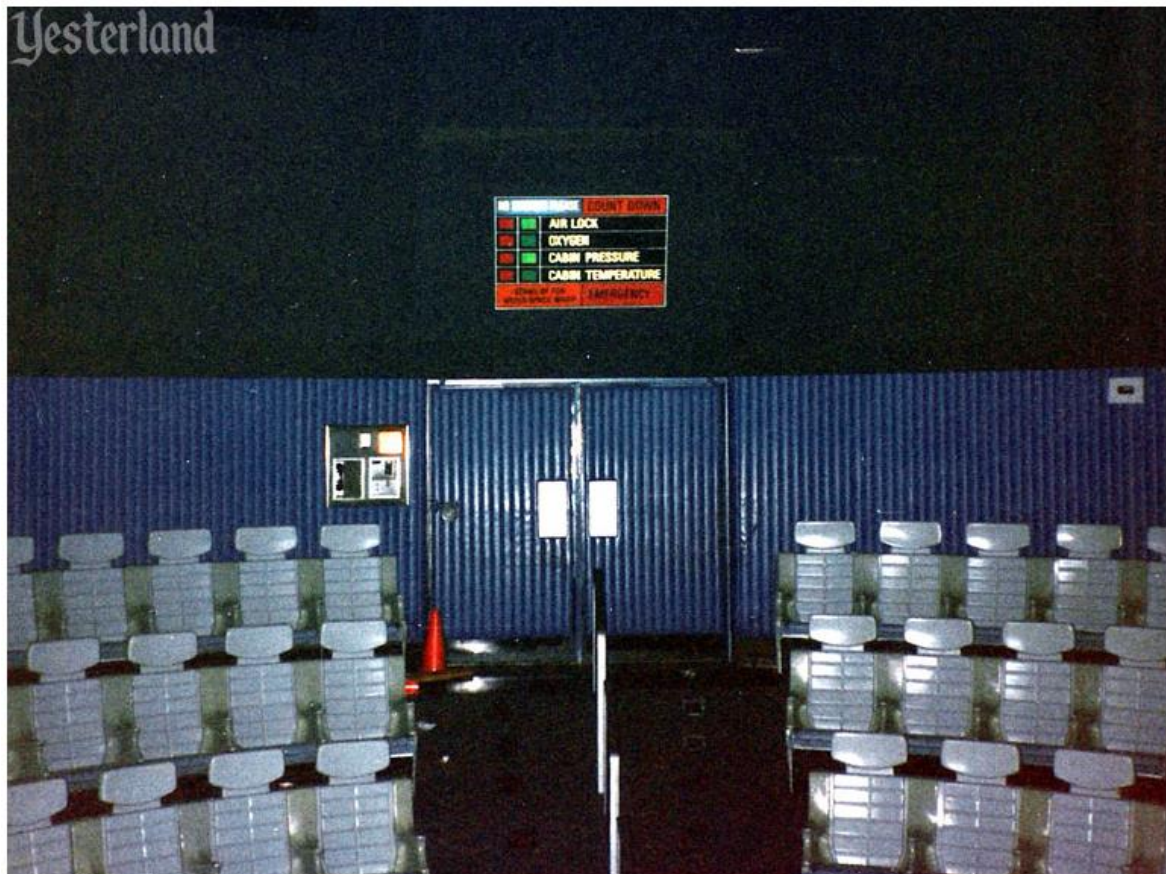


Photo by Chris Bales, 1995

*Mission to Mars interior*



Mission to Mars closed in November 1992. But this time, the closing wasn't to make way for a major update or brand new attraction. Except for a short period in 1996, when part of the building was used for the temporary Toy Story Funhouse, the former Mission to Mars was simply shut. It was part of a sad corner of Disneyland with several other shuttered attractions that weren't replaced until years later (or not replaced at all): America Sings (closed 1988), the Skyway to Fantasyland (closed 1994), and the PeopleMover (closed 1995).



Photo by Werner Weiss, 2000

Redd Rockett's Pizza Port, with the Rocket Rods ride behind it



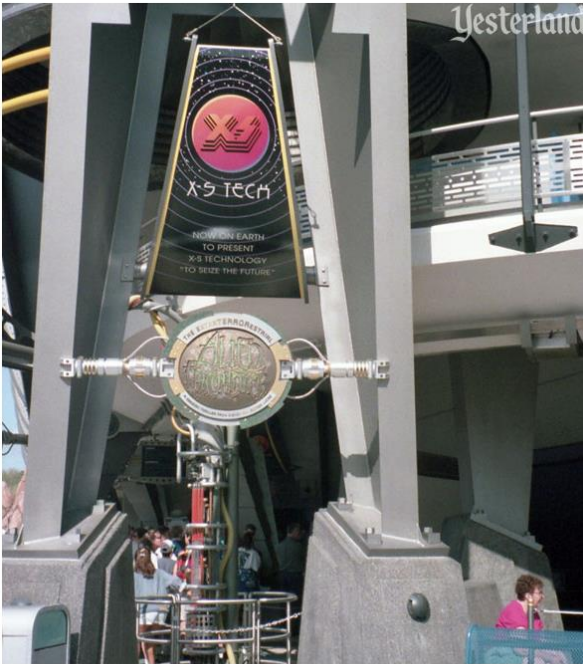
Photo by Allen Huffman, 2005

1998 Moonliner, "Delivering Refreshment to a Thirsty Galaxy."

In 1998, the building was transformed into Redd Rockett's Pizza Port restaurant, as part of the new New Tomorrowland project. A new Moonliner, approximately two thirds the height of the original, landed near the restaurant's entrance. The 1998 Moonliner is red-and-white, just like the original—only now it's the red-and-white color scheme of Coca Cola, not the red-and-white color scheme of TWA.

The sponsors of Rocket to the Moon are now yester-companies. American Airlines acquired the assets of Trans World Airlines (TWA) in 2001, marking the end of the once-mighty global carrier TWA. Aerospace manufacturer Douglas Aircraft Company merged with the McDonnell Aircraft in 1967 to form McDonnell Douglas (the sponsor of Flight to the Moon). When McDonnell Douglas merged with Boeing in 1997 to form The Boeing Company, it was the end of the Douglas name and the "DC" (Douglas Commercial) series of airliners.

When Walt Disney World opened in 1971, Flight to the Moon was one of the original attractions of Magic Kingdom Park. As at Disneyland Park, it became Mission to Mars in 1975.



*Alien Encounter at Magic Kingdom Park*

Photo by Chris Bales



*Stitch's Great Escape! at Magic Kingdom Park*

Photo by Werner Weiss, 2004

Twenty years later, in 1995, The ExtraTERRORestrial Alien Encounter, an intense, fear-inducing attraction, replaced Mission to Mars. Stitch's Great Escape! starring the less-menacing alien from Disney's Lilo & Stitch (2002), replaced Alien Encounter in 2004.

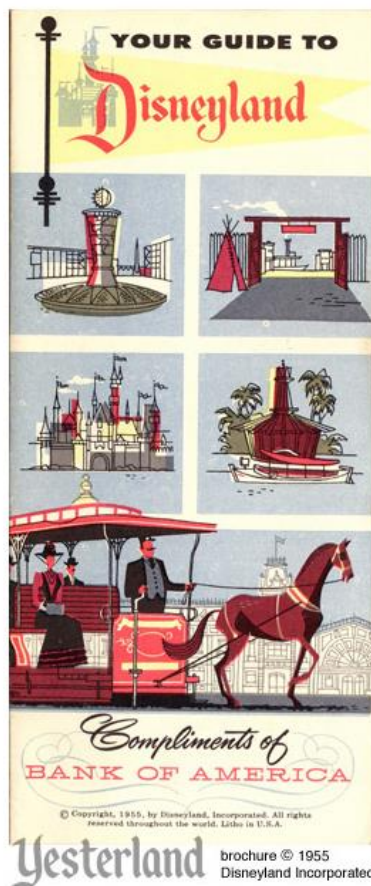
The pre-shows changed; the main shows changed; and the decor changed. But these attractions all used the same infrastructure with a single stand-up pre-show area that led to two round theaters with concentric circles of tiered seating.

## WORLD CLOCK



Photo by Roger J. Runck, 1960, courtesy of Robin Runck

Every land has its icon. Just look at Your Guide to Disneyland.



“Compliments of Bank of America”

Courtesy of [Orange County Archives](#)



image © 1955 Disneyland Inc. / from 1955 *Disneyland Guide*, courtesy of [Orange County Archives](#)  
World Clock artwork

You enter Frontierland through the frontier stockade. You enter Fantasyland through the fairytale castle. Adventureland is supposed to have a tall, round pavilion at the jungle dock—although it’s not really there.

Tomorrowland has an entrance icon too. You enter this World of Tomorrow at the World Clock.

The park’s July 15, 1955, advertising supplement in the Los Angeles Times explains it this way:

“1955 becomes 1986 as you enter the new era—Tomorrowland where our hopes and dreams for the future become today’s realities. Symbolizing the time transition is Tomorrowland’s futuristic clock. At a glance, this elaborate chronometer tells you the exact minute and hour anywhere on the face of the planet Earth.”

Line up a location on the world map with the hour above it. For the minutes past the hour, look at the ball on the side of the world map.

In the long tradition of public clocks and clock towers around the world, Tomorrowland’s World Map does double duty. It not only provides a useful function; it’s also a work of art. Take a look at the sun and moon at the top of the World Clock.

Actually, the World Clock tells the time for almost anywhere on Earth—but not for time zones with offsets that are not full hours, such as Newfoundland Time. When it’s noon at Disneyland, it’s 4:30 p.m. in Newfoundland—because this Canadian province is an hour and a half ahead of Eastern Time.



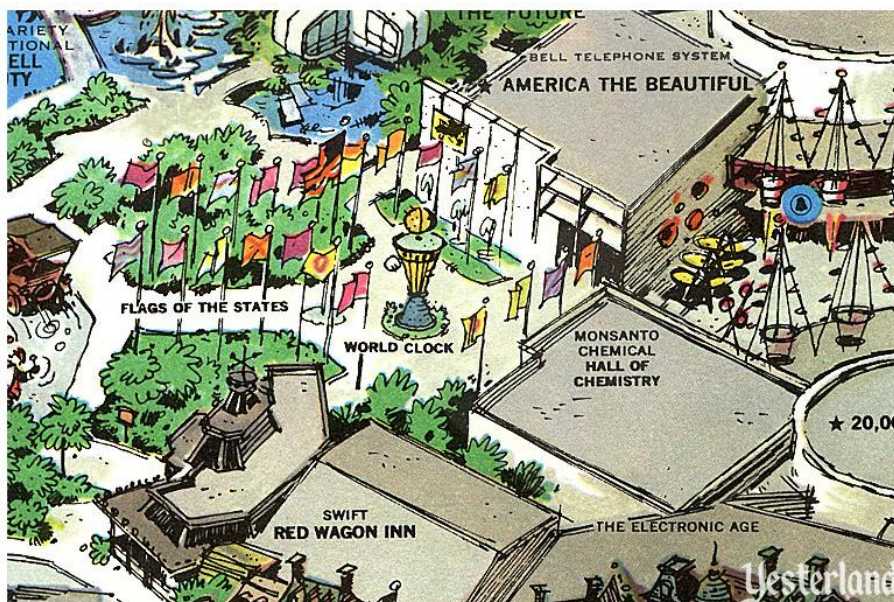
Photo by Roger J. Runck, 1960, courtesy of Robin Runck

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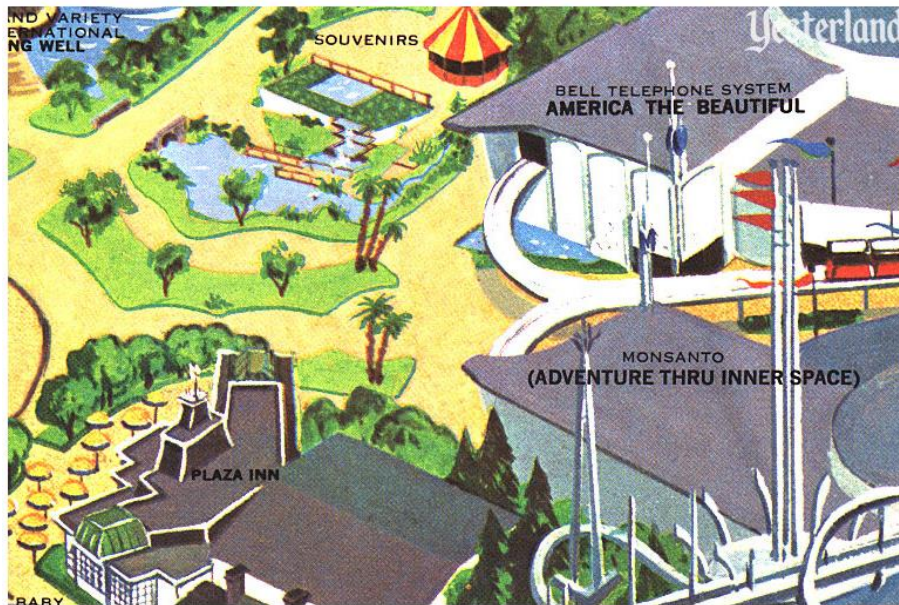
The World Clock was an opening day landmark at Disneyland in 1955.

But time moves on.



1962 Disneyland souvenir map excerpt © 1962 Walt Disney Productions

World Clock at the entrance to Tomorrowland from 1955 to 1966



1962 Disneyland souvenir map excerpt © 1968 Walt Disney Productions  
Entrance to Tomorrowland beginning 1967

The World Clock represented the future in 1955—but by 1966, it represented the past.

When the New Tomorrowland opened in 1967, the World Clock was gone—along with everything else that had looked futuristic just a dozen years earlier, such as the atomic age symbols on the buildings and the Rocket to the Moon. After all, the real NASA rockets that carried man into space didn't look anything like Disney's Moonliner.

These days, we tend to blur the styles of the 1950s and 1960s together and label them as Mid-Century. But, in reality, there was a huge shift in what the public considered "modern" between those two decades—arguably a much bigger change in taste than between the 2000s and the 2010s.



Homage to the World Clock at Disneyland's *Innoventions*

Photo by Werner Weiss, 2010

The World Clock returned to Disneyland in the 21st Century—but only as a mural inside the Innoventions pavilion. It was on a wall with a door at the Innoventions Dream Home, which opened May 2008 and closed February 2015.

If you want to see a real World Clock, you can do so in Berlin, Germany. It's similar in concept to the one that was at Disneyland, although its shape is quite different.



Photo by Werner Weiss, 2016

Alexanderplatz World Clock (Weltzeituhr)



Photo by Werner Weiss, 2016

A closer look at the Alexanderplatz World Clock

The World Clock at Berlin's Alexanderplatz was erected in 1969, three years after the one at Disneyland was removed.

Instead of the sun and moon, the newer World Clock is topped by a sculpture representing the solar system. It resembles the large atom on each of the two buildings at the entrance to Disneyland's Tomorrowland from 1955 to 1966 (shown in the first photo of this Yesterland article).

For the Eastern Time Zone in the Northern Hemisphere, the World Clock at Alexanderplatz lists Montreal, Washington, New York, and Havana (German spelling: Havanna). The inclusion of Havana is a reminder that Alexanderplatz was part of Communist East Berlin before the reunification of Germany in 1990.

If the folks who run the city of Berlin ever decide their World Clock represents the past and they no longer want it, Disney should buy it. Disney could replace Havana with Orlando.

# HALL OF CHEMISTRY



Leave your ticket book in your pocket. You don't need a ticket to enter here—not even an “A” ticket. The Monsanto Chemical Company is your host for this exhibit about the “romance of chemistry.”



A friendly atom adorns the exterior.

Romance?

Yes! A full page in an advertising supplement in the Los Angeles Times, July 15, 1955, described it this way:

MONSANTO ... in Tomorrowland ... shows you the romance of chemistry, how chemically-made products benefit your life, how they can make a new and startling world tomorrow. Your food, clothing, housing, health, and transportation all depend on chemistry ... and the future holds some exciting, wonderful things in store for you.





No ticket booth. No ticket taker. Just walk right in.

The central display of the Hall of Chemistry is the Chematron. What's a Chematron? Here's how the ad explains it:

Upon entering Monsanto's Hall of Chemistry, you will see the CHEMATRON ... huge shining tubes of the eight basic materials found in nature, from which countless chemicals and plastics can be made. One of these is salt, another coal; another water: but from those eight common substances come almost 500 different Monsanto chemicals and plastics. And you'll see how these promise to build a new and easier way of life your you, your children, and generations to come.



It's prettier at night.

One of the giant test tubes of the Chematron features coal. You'll never again think of coal as just a boring sedimentary rock that's combustible after you see the display. According to the ad:

COAL! Did you know that from coal it is possible to make over a quarter of a million substances? From plastics to perfumes, from drugs to disinfectants—hundreds of things you use today ... and will tomorrow ... are derived—chemically—from coal.

And thousands more will be found tomorrow. See what CHEMISTRY in Tomorrowland has in store for you.



It's a World of Color!

The Monsanto Hall of Chemistry opened in Tomorrowland at Disneyland in July 1955.

On the other side of park in Frontierland, guests found grand experiences that took them back in time, such as the Mark Twain riverboat. But, in Tomorrowland, guests found primarily lackluster corporate exhibits. In his 1987 book *Disneyland: Inside Story*, Imagineer Randy Bright explained why:

With time and money running short before the opening of Tomorrowland, Walt had been forced to accept several corporate county-fair-type exhibits to populate the buildings. The Monsanto “Hall of Chemistry,” the Dutch Boy Paints “Color Gallery,” and Kaiser’s “Hall of Aluminum Fame” did little more than promote the companies themselves, and even less to promote the future.

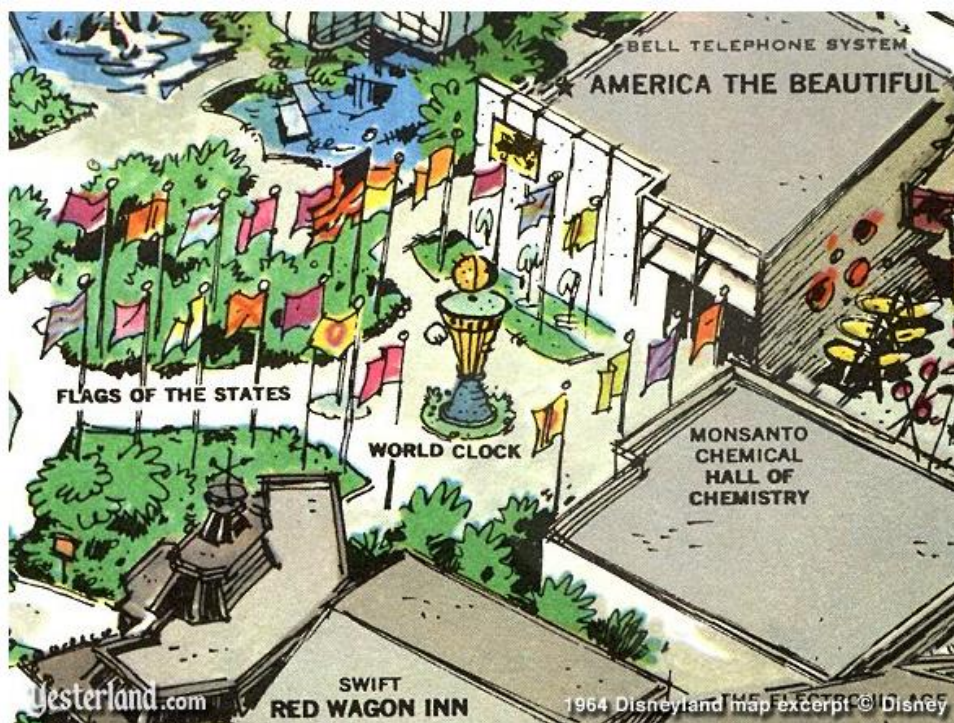
The Monsanto Hall of Chemistry turned out to be the first of four Monsanto attractions at Disneyland. The Monsanto House of the Future walk-through opened in June 1957.

Then, in March 1965, Monsanto’s Fashions and Fabrics Through the Ages exhibit—which provided “the history of fashions and fabrics from pre-historic times through the miracle fibers of today”—joined the Hall of Chemistry, using the space that had been Kaiser’s Hall of Aluminum Fame. The exhibit included historic gowns that had belonged to famous women, such as Mary Todd Lincoln. But Monsanto’s real goal was to show “how the natural fibers of the past can be duplicated with today’s manmade fibers ... fibers that offer vast superiority in durability and cleanability undreamed of just a few years ago.” In a brochure for Fashions and Fabrics Through the Ages, Monsanto promoted their vision:

In startling contrast to the elaborate fashions of history are a group of five contemporary gowns by Anthony Muto. These gowns were created entirely of Acrilan and nylon fibers made by Monsanto’s Chemstrand Company Division. The exhibit theme is expressed in Muto’s hooded halter jump suit of white stretch nylon designed for a trip to the moon ... symbolizing the spectacular future which lies ahead for fashions of manmade fibers.

Amazingly, the Hall of Chemistry lasted for more than 11 years. That was quite a long run for a “corporate county-fair-type exhibit.”

Monsanto’s Hall of Chemistry and its Fashions exhibit closed in September 1966 to make way for the fourth Monsanto attraction, Adventure Thru Inner Space, which opened in August 1967.



The Monsanto Hall of Chemistry was on the right side as you entered Tomorrowland.

The prime location at the entrance to Tomorrowland has been Star Tours since January 1987.

As Randy Bright noted, the Hall of Chemistry, despite being in Tomorrowland, wasn’t really about the future. If Monsanto had been able to predict the future, perhaps the exhibit would have included artificial bovine growth hormone, genetically modified seeds, patented lifeforms, and lawsuits against farmers who save seeds—in other words, controversial products and practices of today’s Monsanto Company, successor to the Monsanto Chemical Company.

# ASTRO-JETS

Tomorrowland's visitors find thrills piloting the fast-flying Astro-Jets.



Orbit high above Tomorrowland in a 2-person rocket.

You've been taken to the moon and back on the Rocket to the Moon. Now, perhaps you'd like to pilot your own rocket. Climb into an Astro-Jet. You won't break the sound barrier, but you will have fun circling around, while controlling the elevation of your craft with a small lever.



Then descend back to the ground for landing.

After your ride on the Astro-Jets, visit the adjacent Tomorrowland Flight Circle. Watch gasoline powered model airplanes, cars, and boats go around and around. You can hear their loud and annoying sound from all over Tomorrowland.

In Disneyland, the Astro-Jets opened in March 1956 when the park was just eight months old. The ride replaced the Court of Flags, a formation of 48 flag poles flying the flag of every state of the United States.

The Astro-Jets closed in 1966, to be replaced the following year by the Rocket Jets (1967-1997).



Astro Orbiter in 2004 (when Tomorrowland was still painted in bronze and brown tones)

In May 1998, as part of the 1998 New Tomorrowland, Disneyland opened another “circling rockets” attraction—the Astro Orbiter. It marks the entrance to Tomorrowland, just off Disneyland’s central Plaza, just like the World Clock did from 1955 to 1966. As with the original Astro-Jets, the Astro Orbiter loads at ground level. The Astro Orbiter has golden circling planets and moons to make the ride more interesting to the riders, and to make the attraction a giant kinetic sculpture.

Rather than looking “Space Age,” the Astro Orbiter has more of a 19th-century look.

# SKYWAY TO FANTASYLAND

Welcome to the Tomorrowland attraction that has Fantasyland as part of its name.



Photo by Roger J. Runck, 1960, courtesy of Robin Runck

## Disneyland Skyway Tomorrowland station

Walk up the stairs to the Tomorrowland station of the Skyway ride. It's a modest, modern building. The machinery that pulls the gondolas through the sky is over in the more picturesque Fantasyland station, but the Tomorrowland station has its own claim to fame—it's where 35 thousand pounds of weight pull on the cables to keep them properly taut.



Photo by Roger J. Runck, 1968, courtesy of Robin Runck

Mod Hatter at base of Skyway station

On this one-way ride, enjoy a bird's-eye view of Tomorrowland and Fantasyland—and the agricultural lands of Anaheim beyond the park berm.





Photo by Ron Yungul, 1956

View to the other side of Harbor Boulevard

Your panoramic view includes the Richfield Autopia, the Goodyear PeopleMover, the military-gray submarines of the Submarine Voyage, and the tall masts of the Pirate Ship Restaurant.



Photo by Fred M. Nelson, Sr., 1959

*Speedramp*

The Skyway isn't the only futuristic transportation around here. Look at the futuristic Stephens-Adamson Speedramp, which goes to the platform of the futuristic Disneyland-Alweg Monorail.



Photo by Roger J. Runck, 1959, courtesy of Robin Runck

*Monorail station from Skyway*



Photo by Charles R. Lypany, circa 1959, courtesy of Chris Taylor

*Futuristic*



Photo by Fred M. Nelson, Sr., 1959

*Rocket to the Moon*

For really futuristic transportation, think about when you'll be able to take a lunar vacation on TWA—as soon as Trans World Airlines is no longer limited to terrestrial destinations.



Photo by Werner Weiss, 1974

New Tomorrowland with *America Sings*

Yesterland



Photo by Roger J. Runck, 1959, courtesy of Robin Runck

Through Matterhorn Mountain



Photo by Charles R. Lympany, circa 1959, courtesy of Chris Taylor  
Matterhorn from Sub Lagoon



Photo by Werner Weiss, 1974  
Matterhorn and Coca Cola Tomorrowland Terrace

It's not just a lot of fun, it's also efficient transportation. For example, if your show just ended at America Sings and you want to go to the Fantasyland Theater, just hop aboard the Skyway and save wear and tear on your shoes.



Photo by Werner Weiss, 2000

Retired Skyway bucket as store decor in 2000

In the 1970s, regional theme parks popped up all over the United States. Most of them included a sky ride similar to the Skyway. As with Disney's Skyway rides in California and Florida, most of the other theme parks' sky rides have disappeared from park maps.

For example, Magic Mountain (now Six Flags Magic Mountain) opened in 1971 in Valencia, California, as a joint venture between Sea World, Inc. and Newhall Land and Farming Company. The park offered two different Eagles Flight sky ride routes, both sharing a station near the top of the park's "mountain." One route was removed in 1981; the other lasted until 1994.

Not all sky rides are gone. "Busch Gardens: The Old Country" (now Busch Gardens Williamsburg) opened in 1975 with the Aeronaut Skyride. The ride's three stations and unusual triangular route still connect three areas of the park.



Photo by Werner Weiss, 2007

### *Skyfari Aerial Tram at San Diego Zoo*

Around 90 miles south of Disneyland, there are still two sky rides operating in San Diego. The Skyfari Aerial Tram has been carrying San Diego Zoo guests high above the animals since 1969. At Sea World, the Bayside Skyride has carried guests over a salt water marina since 1967.

For a while, theme park sky rides were so common, that it's easy to think that the Skyway at Disneyland was just an "off the shelf" ride, made unique only by virtue of its particular view. But that wasn't the case when Walt Disney added the Skyway to Disneyland. In fall of 1955, Walt Disney learned that Von Roll, a Swiss industrial manufacturer, was testing a transportation system involving small gondolas moving along suspended cables. According to *Disneyland: The Nickel Tour* (Bruce Gordon and David Mumford, 1995), Walt saw an opportunity to demonstrate a new mode of transportation that was practical and futuristic:

Walt was so intrigued by the possibilities that he bought one before he even knew where it would go. In one interview, prior to the ride's opening, he described the Skyway as "a transportation system of the future, for use in parking lots in huge shopping centers." By November 18, the Von Roll engineers were working with designer John Hench to finalize the attraction.

As a demonstration of futuristic transportation, the Skyway was a forerunner of the Disneyland Alweg Monorail and the PeopleMover.

According to an article in the *Los Angeles Times* on May 3, 1956, Disneyland's Skyway attraction cost \$300 thousand. It was part of the \$2 million Disneyland expansion in 1956 that also included the new Indian Village (\$100 thousand) and the Astro-Jets (\$200 thousand).

# THE YACHT BAR



Welcome to the Yacht Bar.

First, let's set things straight. If you think the Yacht Bar is a fancy cocktail lounge where Ensenada Race skippers sip martinis after sailing back to Newport Beach, you need to change your idea of what the Yacht Bar is.

The Yacht Bar is a snack bar—the kind of place where you can get tasty hamburgers, cheeseburgers, hot dogs, and golden brown french fries. If any of the other guests are skippers of yachts, that's just a coincidence. The “Yacht” part of the name is due to the restaurant's proximity to the Tomorrowland Lagoon and its exterior panels that are painted like nautical flags.

You should plan on spending around a dollar for a meal. For example, a chili dog is 40 cents; french fries are 25 cents; a piece of pie is 30 cents; and a cup of hot coffee is 10 cents. That adds up to \$1.05.

How about fresh baked pizza for 65 cents and milk for 15 cents? That adds up to 80 cents.

A submarine sandwich is 75 cents; a large Coca-Cola or Pepsi-Cola is 25 cents. That adds up to \$1.00 exactly. Yes, you can actually choose between Coca-Cola or Pepsi-Cola. Your other soft drink choices are root beer, orange soda, or grape soda. A small soft drink is 15 cents.

Would you rather have a snack than a meal? How about a thick, frosty shake for 40 cents, or popcorn for 15 cents?





After you buy your meal, have a seat in a coral-colored fiberglass chair. You won't need to look for a table because each chair has an attached side desk. After all, this is the Space Age, and traditional tables are old-fashioned.

The Yacht Bar, which served Disneyland guests from April 1957 until September 1966, was located on the north side of the building that is now Buzz Lightyear Astro Blasters, near the Matterhorn Bobsleds ride.

The Yacht Bar building was originally opened as the Yacht Club in 1955, next to the short-lived Phantom Boats attraction. To make way for the Viewliner attraction in 1957, the building was moved, redecorated, and renamed.

When the New Tomorrowland opened in 1967, the Yacht Bar was gone. Instead, Coca Cola Tomorrowland Terrace, a much larger counter-service restaurant, extended around the CircleVision building from its east side to its north side. Tomorrowland Terrace was best known for the ascending and descending Tomorrowland Terrace Stage.

The former CircleVision is now Buzz Lightyear Astro Blasters. The large counter-service restaurant was renamed back to Tomorrowland Terrace in 2006, after being called Club Buzz for several years.

You don't have a choice of Coke or Pepsi anymore. The Coca-Cola Company is now the exclusive provider of soft drinks (such as Coke, Diet Coke, Sprite, Minute Maid Light Lemonade, Barqs Root Beer, and Fanta Orange) and bottled water (Coca-Cola's Dasani brand) at the Disneyland Resort, Walt Disney World, and Disney Cruise Line.

# MONSANTO HOUSE OF THE FUTURE



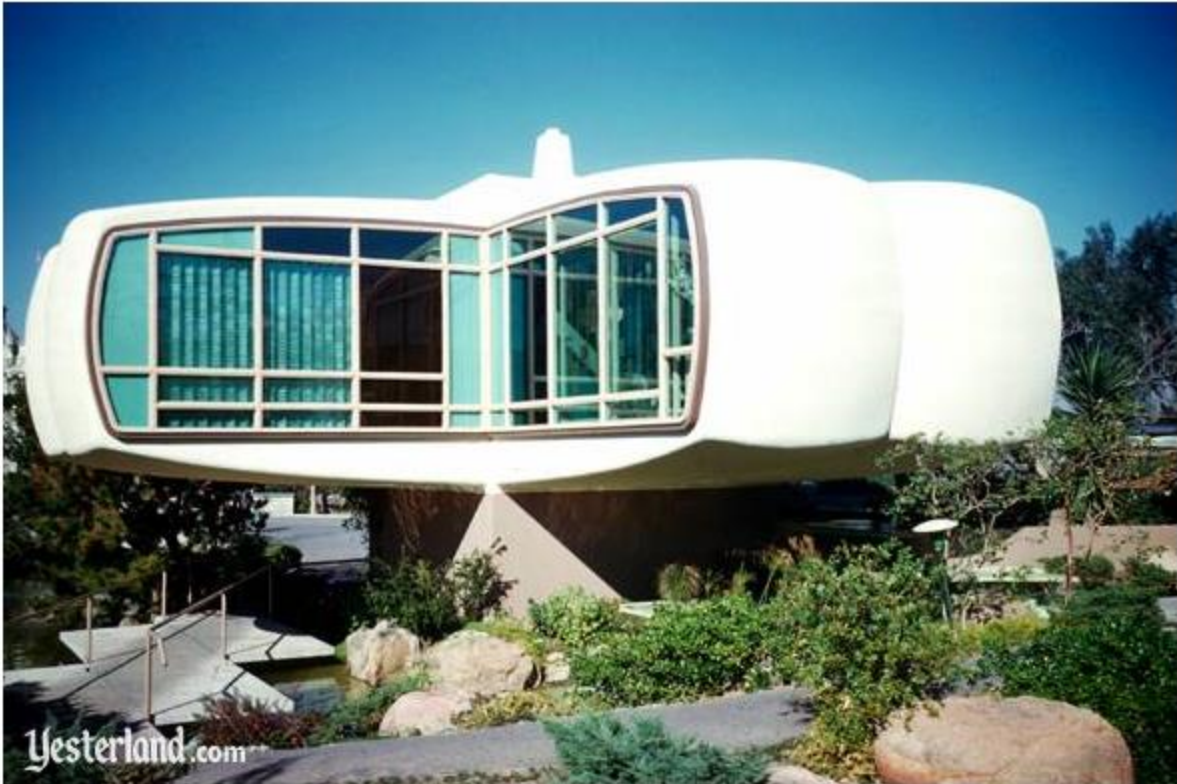
"The floors on which you are walking, the gently sloping walls around you, and even the ceilings are made of plastics."

Welcome to the walk-through attraction that provides a glimpse of how you'll be living in the future. You won't find traditional furniture styles or natural materials in the House of the Future. Everything is ultra-modern and almost entirely synthetic. It's a demonstration of style and technology.



Monsanto Chemical Co. invites you to walk up the stairs to the entrance.

- Step up to the Monsanto House of the Future, with its four equal wings “floating” above the beautifully landscaped grounds and waterfalls.
- Enter the dining and family room, a comfortable place where the family of the future will play, rest, and dine on stylish plastic furniture.
- Look into the “Atoms for Living Kitchen” with its revolutionary microwave oven.
- Pass the two kid’s bedrooms—one for the boy of the future and one for the girl of the future—and the shared kids’ bathroom.
- Next, see the master bedroom and the main bathroom.
- Conclude your tour in the sleek living room, with its giant, non-operational, wall-mounted television screen.



It's stylish.



Peek into one of the big picture windows.



The Matterhorn is an impressive background for the *House of the Future*.



Adjacent to the *House of the Future*, there's a dome for your outdoor living.



Can you imagine living in a house like this, located in a neighborhood of plastic houses?

At Disneyland, the House of the Future opened in 1957 on a prime site just off the Hub, adjacent to the Circarama theater. The House of the Future was one of two free attractions sponsored by Monsanto. The other was the Hall of Chemistry, which closed in 1966. After Monsanto's Adventure Thru Inner Space opened in 1967, the House of the Future was doomed.

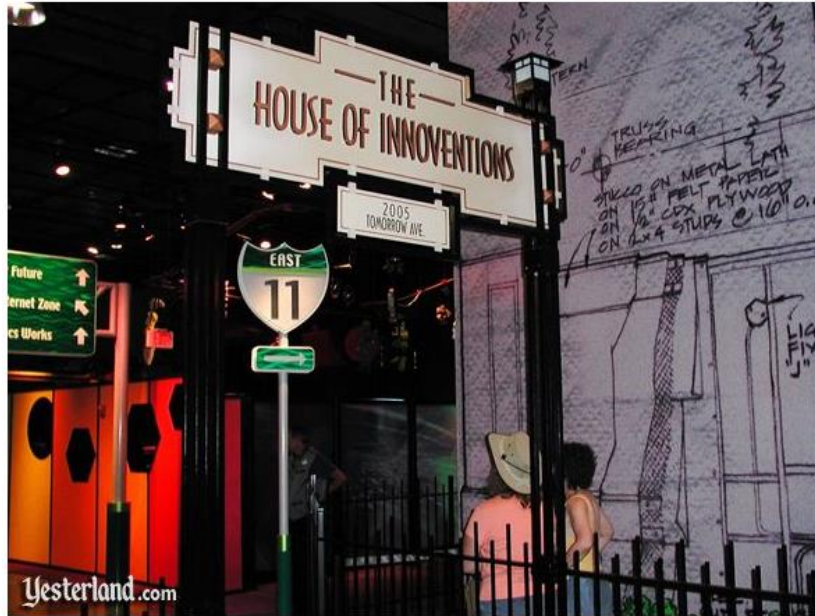


Disneyland publicity photo of the *House of the Future*

Legend has it that the planned one-day demolition of the House of Future ended up taking two weeks as the wrecking ball just bounced off the exterior. Workers painstakingly cut the house into pieces with hacksaws.

After the House of the Future was removed, the house's landscaping, waterfalls, and walkways remained. The area, named "Alpine Gardens," became home to a souvenir stand. In 1996, Disneyland turned the area into Triton's Garden, with a sculpture of King Triton and delightful jumping fountains. In 2008, Pixie Hollow moved in.

The House of the Future hasn't been forgotten. In fact, for an attraction that's been gone since 1967 because it was outdated, it's amazing that there continues to be homage to the House of the Future at Disneyland and Walt Disney World.



The House of Innoventions at Epcot.

The House of Innoventions at Epcot is in some ways similar to the House of the Future. It's an opportunity to see innovative new products for the home, some of which are already available, and some of which are prototypes for future products. It's not as visionary as the House of the Future, and the "house" itself is just a simple box-like structure within the one of the Innoventions halls. But it's fun; it's updated every year; and the guides do a good job. It's one of Epcot's best hidden attractions.

On February 13, 2008, the Disneyland Resort announced that a new House of the Future—to be called the Innoventions Dream Home. (Is anyone else getting tired of Disney's overuse of the words dream and dreams?)



The front entrance of the Innoventions Dream Home at Disneyland (2008 photo)

The Innoventions Dream Home opened in May 2008. It wasn't a return of the 1957 plastic marvel with visionary predictions of how we might live decades from now. The future now looked like the past, but with a lot of modern technology.

As described by an Associated Press article at the time of the announcement, "The 5,000-square-foot home, scheduled to open in May, will look like a suburban tract home outside. But inside it will feature hardware, software and touch-screen systems that could simplify everyday living."

Just as at Epcot, the new display home was inside the Innoventions attraction. The round Innoventions pavilion at Disneyland was originally the Carousel Theater, home of the General Electric Carousel of Progress (1967-1973) and America Sings (1974-1988).



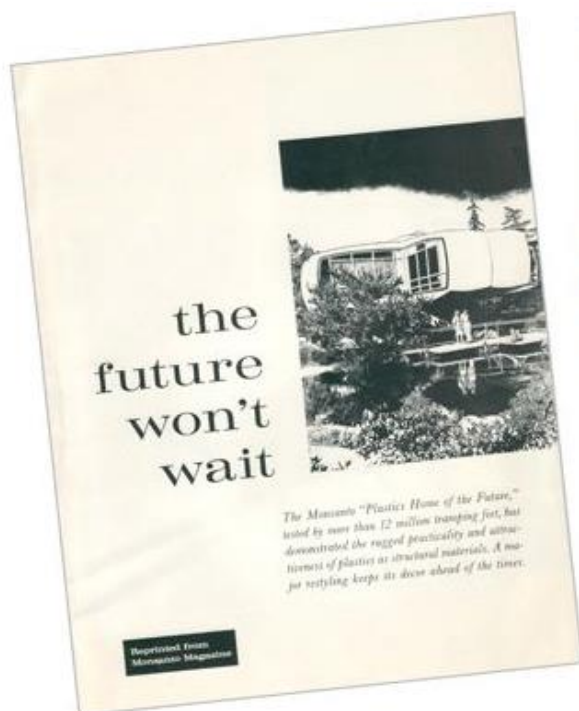
The Magic Mirror at the *Innoventions Dream Home* (2008 photo)

The Innoventions Dream Home was sponsored by Microsoft, HP, Life|ware and homebuilder Taylor Morrison to showcase the sponsors' products. Guests discovered how the home's residents, the fictional Elias family, could enjoy the latest in mobile phones, PCs, digital music and gaming, as they prepared for a trip to the World Soccer Championships in China. Guests interacted with family members, who, unlike the Carousel of Progress family, were real people. The family's name was a nod to Walter Elias Disney. (I don't know about you, but if I were preparing for a trip to China, I wouldn't have time to interact with thousands of people visiting my home.)

The Innoventions Dream Home closed in February 2015. The entire Innoventions pavilion closed at the end of March 2015. Unlike the old House of the Future, the Innoventions Dream Home probably won't be remembered fondly a half century later. But it was better than some of the other exhibits in Disneyland's Innoventions.



Innoventions at Disneyland.





In 1960, Monsanto Chemical Company reprinted an article from their Monsanto Magazine as an 8-page promotional booklet. This booklet is reproduced here in its entirety.

The Monsanto House of the Future had been open at Disneyland since 1957. It needed a major update in 1960—because, according to the article, “many of the things deemed ‘futuristic’ as recently as 1957 are simply ‘contemporary’ today.”

Enjoy this trip 50 years back in time. I like how the 6 million visitors to the attraction between 1957 and 1960 are referred to as “six million volunteer ‘researchers’” and as “12 million tramping feet.” Don’t miss the lists of materials and participants at the end of the article. So many trademarked chemicals!

the  
future  
won't  
wait



*The Monsanto “Plastics Home of the Future,” tested by more than 12 million tramping feet, has demonstrated the rugged practicality and attractiveness of plastics as structural materials. A major restyling keeps its decor ahead of the times.*

*More than six million volunteer “researchers” have helped Monsanto test this unique plastics structure, where*

# The Future Won't Wait



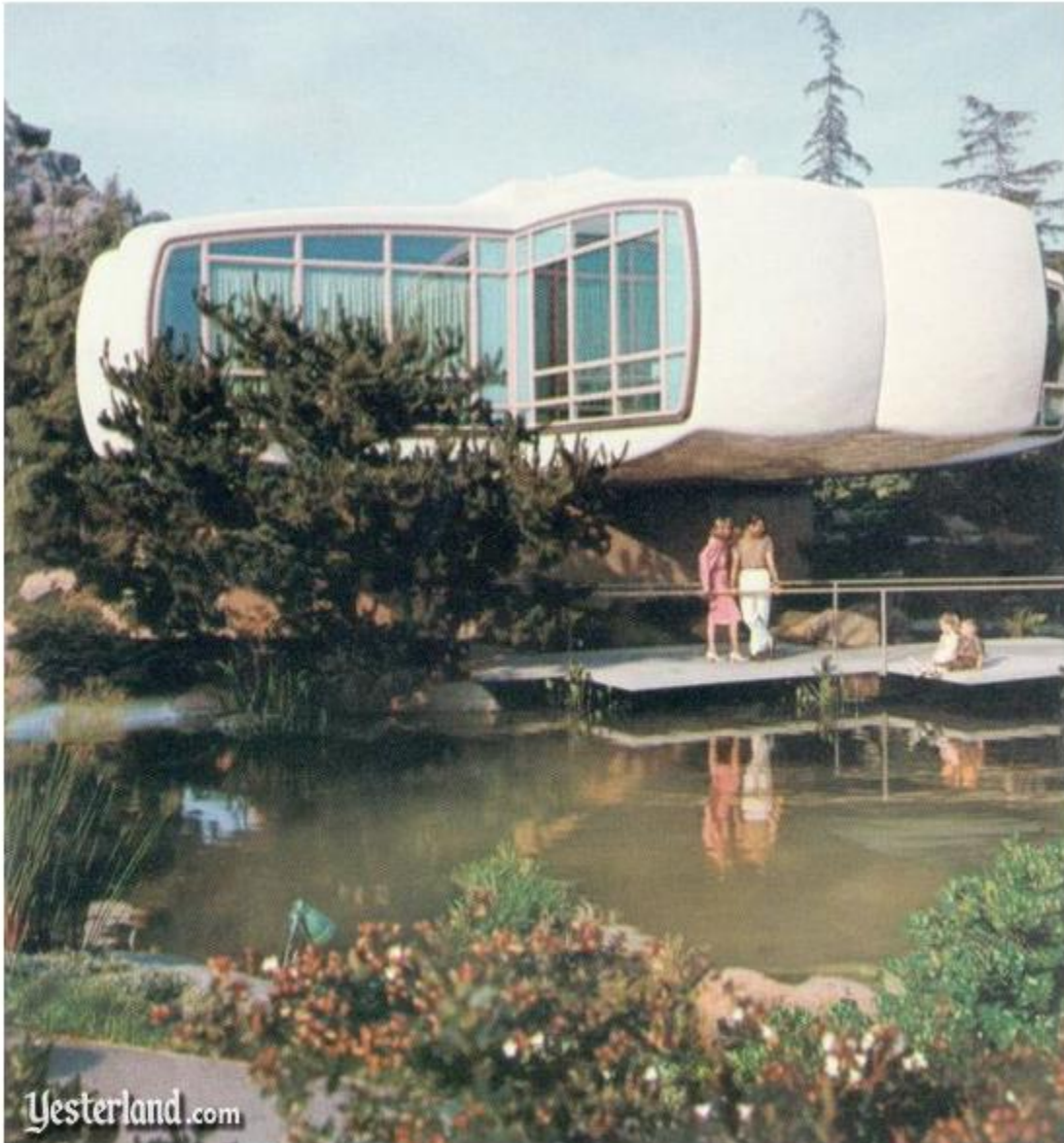
New living room furnishings match flowing curves of house, feature upholstery and carpet of “Acrilon” urethane foam cushioning. Powered, revolving louvers of plastic screen beside window cast light patterns on TV-movie-stereo center along wall.

DISNEYLAND, CALIF.

**M**ONSANTO’S “PLASTICS HOME OF THE FUTURE,” which has welcomed some six million house guests over the past three years, attests that it’s hard to stay ahead of the times these days.

No one else has built a home quite like this one, it’s true, although numerous people have said they’d like to. To be sure, not many of its crystal-ball features have been duplicated on a mass-production basis. Yet a number of the experimental concepts that it introduced in 1957 already are corner-store realities.

A completely new “golden glow” interior has succeeded the original furnishings and decor, because many of the things deemed “futuristic” as recently as 1957 are simply “contemporary” today.



From outside, new look is imparted to Monsanto's plastics home by altered color scheme, exterior latex paint, window area treatment.

Structurally, the house has remained strong and sound. Its four cantilevered wings, projecting 16 feet from their supporting center core, have settled less than 1/20 of an inch per year at their outer ends. Their reinforced-plastic skins and the rigid plastic foam sandwiched between them show no signs of wear. Monsanto engineers, who have made careful measurements and tests periodically, rate the house's structural performance "outstanding."

The new interiors, by architect Vincent Bonini, rely on lighter colors, lighter weight and a "suspended-in-air" motif to gain wide-open spaciousness. Tables, chairs, sofas and floor coverings are custom contoured to conform to the flowing curves of the house's molded plastic shell a trend that will grow, Bonini believes, as houses emerge from the conventional cube shape and begin to take advantage of the freer forms made possible by modern structural plastics materials.



Powered refrigeration shelves, microwave range, ultrasonic dishwasher with new safety-glass top, foreground, highlight kitchen.

Synthetic polymers in plastics, paints and fibers still hold sway throughout the “Plastics Home of the Future.” Some of the materials themselves are new; others exploit new patterns, textures and production processes that have been developed during the early years of the plastics home. New matte finishes on many of the plastics surfaces give them a sleek, velvety touch; new decorative techniques are displayed in plastic louvers, safety glass interlayers and even plastics sculpture. Newly developed exterior latex paint covers the house. New polycarbonate plastic makes its debut here in clear, durable dining tumblers.



Partitions in children's room utilize folding plastic screen, laminated and molded plastic cabinets, honeycomb-reinforced plastic panels.

The plastics home's electrical and electronic equipment retains its far-forward look. Still off in the future, so far as the housewife is concerned, are several of the kitchen's advanced appliances. The microwave range, power-operated refrigerated shelf units and the ultrasonic dishwasher can't be bought from a nearby dealer yet, but appliances now on the market already resemble them to some extent. Two-piece, molded plastics bathrooms similar to those in the "Plastics Home of the Future" are being turned out daily, along with plastics lavatories and counter sinks. As yet, though, fixtures in local stores don't have pushbutton height adjustments to facilitate use by children, as one lavatory does here.



Decorative safety glass doors form front master bedroom storage units; one-piece molded plastic bathroom is at right. Plastic grillwork, cabinets form room divider.

These and other holdover features combine with the new refurbishing to keep Monsanto's experimental plastics home one of the most forward-looking structures anywhere.

The building grew out of four years of joint study and design work by Monsanto and the Massachusetts Institute of Technology. The project team took a long look at how plastics were being used in construction in the mid-50's and explored other ways their unique properties could be applied in the years ahead. It was decided that only a full-scale display house would demonstrate these growing applications both to builders and the public.



Children's bedroom furnishings, contoured to wall curves, make use of plastic laminates, "Acrilan" and nylon fibers, vinyl floor covering, recessed plastic light panels.

Besides the 16 molded polyester-urethane foam sandwich sections that make up the exterior, several other structural plastics applications went into the house: reinforced epoxy support columns, laminated-wood beams and laminated safety glass were major ones. All have remained in essentially original condition.



Silver-storage drawers swing out from laminated-plastic buffet cabinet in dining area, where tumblers and dishes are plastic.

Meanwhile, bearing out the promise of the experimental home, the U. S. has been building more and more with plastics. Even excluding some borderline materials used in paints and flooring, total use of plastics in construction during the three-year period (1956-59) leaped from 511 million to 866 million pounds. In four categories, volume more than doubled: wiring devices and controls, flooring, moisture barrier and insulation, and piping. Three other uses were almost twice as great in 1959 as in 1956: structural panels, plywood and hardboard bonding, and wire coating.





Powered "Alpha" chair adjusts automatically to desired position, provides occupant with music, intercom facilities via built-in speakers.

All told, 23 per cent of the plas-tics made in this country now go into construc-tion, compared with 15 per cent the year before Monsanto's experimental house was built.

The pace being what it is, the "Plastics Home of the Future" may soon be just one of many plastics homes of the present.

#### CHEMISTRY AND THE "PLASTICS HOME OF THE FUTURE"

Some of the materials produced by Monsanto (trademarks in italics) and its associated companies (trademarks in quotes) for applications such as those in the experimental structure include:

"Acrilan" acrylic fiber (Chemstrand)  
 Bisphenol A (epoxy resins)  
 Chemstrand nylon  
 "Gelvatex" polyvinyl acetate paint base (Shawinigan)  
*Lauxein* casein and soybean adhesives  
*Lauxite* urea and melamine adhesives  
 Lion asphalt paving and roofing products  
*Lion Nokorode* asphalt primers and sealers  
*Lustrex* styrene molding compounds  
*Lytrol* 680 acrylic-type latex paint binders  
 Maleic and phthalic anhydrides, fumaric and adipic acids and styrene monomer (polyester resins)  
 "Merlon" polycarbonate resins (Mobay)  
 Monsanto penta wood preservative  
 Monsanto polyethylene  
*Opalon* vinyl chloride resins  
*Phosgard* flame retardants  
 "Polyflex" styrene film and sheets (Plax Corporation)  
*Resimene* melamine and urea formaldehyde resins  
*Resinox* phenolic and resorcinol adhesives  
*Resloom* melamine and urea textile finishes  
*Saflex* vinyl butyral laminated glass interlayer  
*Scriptite* melamine, urea and styrene paper finishes  
*Slymer* vinyl and styrene textile sizes  
*Ultron* vinyl films and sheets, flexible and rigid Urethane chemicals (Mobay)  
*Vuepak* cellulose acetate

## RESOURCES—NEW INTERIORS

INTERIOR PLANNING, FURNITURE DESIGN: Vincent Bonini, A.I.A., La Jolla, Calif.  
DESIGN COORDINATION, construction: Floats, Inc., El Monte, Calif.  
ALPHA MOTORIZED LOUNGE CHAIR: Future Products Engineering Corp., Los Angeles, Calif  
CARPETS OF "ACRILAN": Cabin Crafts, New York City.  
UPHOLSTERY FABRICS MADE WITH "ACRILAN": Maix, Greef, Holyoke Fabrics, and Classic Weaving.  
GLAS-WICH DECORATIVE LAMINATED SAFETY GLASS (room dividers, coffee tables): Dearborn Glass Co., Bedford Park, 111.  
VINYL FLOOR COVERINGS: Armstrong Cork Company, Lancaster, Pa.  
TEXTOLITE MELAMINE PLASTIC LAMINATES (cabinets, dining table): General Electric Co., Schenectady, N.Y.  
DRAPERIES: Fiberglas by Glass Fabrics, Inc., Los Angeles, Calif.  
MOLDED PLASTIC DRAWERS, STRATAPANEL STORAGE SYSTEM: Robert A. Schless & Co., Inc., Elizabethtown, N.Y.  
REVOLVING TRANSPARENT PLASTIC LOUVERED SCREEN: Designed by John Hench, Disneyland; executed by Floats, Inc.  
THERMOPANE WINDOWS: Libbey-Owens-Ford Glass Company.  
TRANSLUCENT PLASTIC WALL, CHILDREN'S WING: Architectural Plastics, Eugene, Oregon.  
FOLDING WHITE PLASTIC ROOM DIVIDER, CHILDREN'S WING: Jaylis Corp., Los Angeles, Calif.

## DEVELOPERS AND SUPPLIERS OF SPECIAL EQUIPMENT AND PRODUCTS

Monsanto is pleased to acknowledge the contributions of the following companies, which designed and produced many of the advanced features seen in the complete "Plastics Home of the Future."

American Motors Corporation (Kelvinator Division), 14250 Plymouth Road, Detroit, Michigan. Atoms for Living kitchen, a forecast of new trends in cooking, refrigeration, food storage.  
Armstrong Cork Company, Lancaster, Pa. Foam-backed vinyl floor covering with noise and vibration reducing properties; epoxy adhesives for structural joining; styrene foam insulation.  
Bell Telephone System, 195 Broadway, New York, N.Y. Telephone communications equipment of the future—pushbutton and "preset" dialing, "hands free" speakers and transmitters, caller viewing screen.  
The Chemstrand Corporation, Decatur, Ala. Chemstrand nylon and "Acrilan" synthetic fibers for upholstery, draperies, carpeting, clothing.  
Crane Company, 836 South Michigan Avenue, Chicago 5, Ill. Modular bathrooms with lavatory, tub, walls and floor molded in units of polyester plastics; air conditioning that filters, scents, cools and heats air of each room independently.  
Libbey-Owens-Ford Glass Company, 608 Madison Avenue, Toledo, Ohio. Thermopane glazing; laminated safety glass with *Saflex* plastic interlayer printed in decorative patterns for windows, interior partitions, table tops.  
Mobay Chemical Company, 1815 Washington Road, Pittsburgh, Pa. Urethane foam cores in molded walls for thermal insulation, structural strength; urethane foam cushioning material for furniture, floor covering pads.  
National Lead Company, 111 Broadway, New York, N.Y. New latex paint made with Monsanto *Lytron* for exterior and interior use.  
Owens-Corning Fiberglas Corporation (Textile Products Division), 598 Madison Avenue, New York 22, N.Y. Fiberglas reinforcing material for structural and interior components.  
Sylvania Electric Products Company, 1740 Broadway, New York 19, N.Y. Interior lighting, including design and development of Trans-Ceiling polarized light panels, Panaloescent and Mobile Dome lighting.  
United States Time Company, 500 Fifth Avenue, New York, N.Y. Clocks and timepieces.  
Yale & Towne Company, 11 South Broadway, White Plains, N.Y. Special operating equipment for entrance door; hardware throughout.

MONSANTO CHEMICAL COMPANY, ST. LOUIS 66, MISSOURI



# TOMORROWLAND STATION



Photo by Charles R. Lympany, 1958, courtesy of Chris Taylor

New station beyond the *Richfield Autopia*—and eucalyptus trees beyond it

It's 1959 here at Yesterland. There's a new railroad station, the Tomorrowland Station, which just opened in 1958.



Photo by Roger J. Runck, 1959, courtesy of Robin Runck

Tomorrowland Station

You need a ticket to ride the train. If you have a ticket book, have your "E" coupon ready. Yes, the Santa Fe & Yesterland Railroad is one of the attractions that takes the new top ticket, introduced in June 1959.

Out of "E" coupons? Or perhaps you entered the park with a general admission ticket instead of a ticket book? That's not a problem. There's a ticket booth in front of the station. Cash is welcome.

Board the train for a journey around the park. You can get off at another station, but to get your money's worth, you'll probably want to make the full circle.



Photo by Roger J. Runck, 1959, courtesy of Robin Runck

### Train arriving at the Yester Tomorrowland Station

Shortly after your train leaves the station, you'll enter the Grand Canyon Diorama. It opened in 1958, and it's longer than a football field.

Do you want to see dinosaurs from the train too? Then you'll have to wait until 1966. For now, enjoy a view of a backstage parking lot after you exit from the Grand Canyon Diorama.

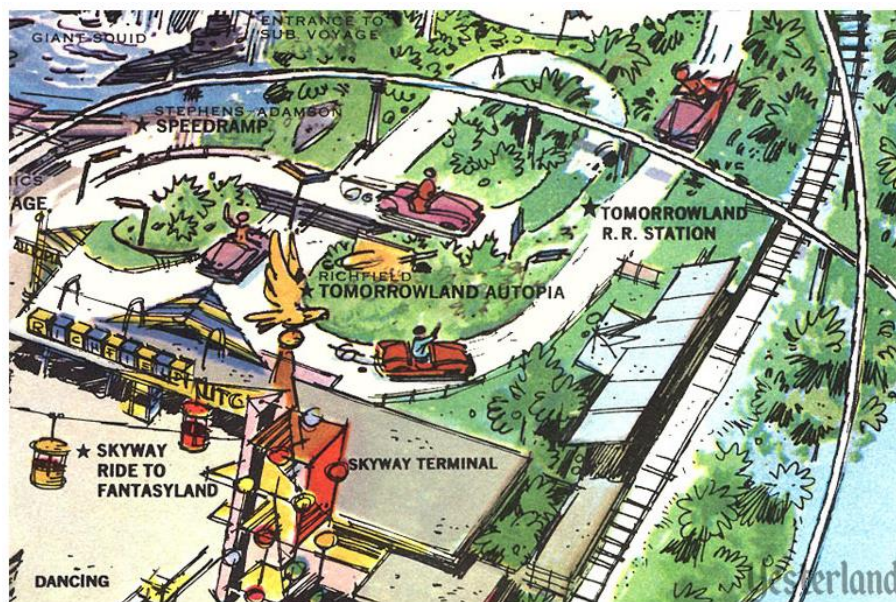
Disneyland's Tomorrowland Station was built in April 1958 as the fourth station of the Santa Fe & Disneyland Railroad.



Photo by Ron Yungul, 1956

No Tomorrowland station yet in 1956

Disneyland opened with just two train stations and two trains in 1955. The Passenger Train provided full-circle, nonstop rides from Main Street Station. The Freight Train did the same from Frontierland Station. In 1956, the original Fantasyland Depot was added, and the trains began stopping at each station.



From souvenir map © 1964 Walt Disney Productions

Tomorrowland station on the 1964 souvenir map of Disneyland

The Tomorrowland Railroad Station did not change much for more than four decades. The New Tomorrowland of 1967 did not touch the station. The ticket booth disappeared when tickets were no longer needed. The Santa Fe logo disappeared when the Atchison, Topeka, and Santa Fe Railway dropped its sponsorship in 1974.



Photo by Chris Bales, 1995

Tomorrowland station in 1995

The photo from 1995 could just as easily be a photo from earlier decades, except for changes in the colors.

The station received a new look as part of the New Tomorrowland of 1998. Actually, the change involved little more than a new sign and new lights. Otherwise, it's still the station from 1958.



Photo by Werner Weiss, 2004

Tomorrowland station at dusk in 2004



Photo by Werner Weiss, 2015

1950s modernism with 19th-century-style light fixtures and 1990s signage?



Photo by Allen Huffman, 2007

Under the Tomorrowland Station canopy

The steel beams that support the structure have large, round holes in them. Such holes in beams were a popular architectural feature of the 1950s.

The old-fashioned lights look out-of-place on the structure from the 1950s. If the lights were supposed to give the station a Jules Verne look, the result was unsuccessful.



Photo by Allen Huffman, 2009

Tomorrowland Station at night



Photos by Werner Weiss, 2015

Sign showing destinations using old-fashioned technology



The short-lived Viewliner (1957-1958) streamlined train attraction had a very similar station, complete with the same type of beams with round holes. With the Viewliner ending service in 1958 and Tomorrowland Station debuting in 1958, does that mean the Viewliner station was moved a short distance to become the new Tomorrowland Station of the Santa Fe & Disneyland Railroad?

The answer is “No” according to Steve DeGaetano (author of *Welcome Aboard the Disneyland Railroad!*). In a MiceChat thread, Steve wrote, “Tomorrowland Station is a different station than the Viewliner station. The two stations existed simultaneously for a short period, and both can be seen in certain photos of Tomorrowland. However, the mistake is an easy one to make: They were both virtually identical in design.”



Photo by Allen Huffman, 2017

Tomorrowland Station in 2017 from *Autopia powered by Honda*

# ALWEG MONORAIL



Photo by Charles R. Lympny, circa 1959, courtesy of Chris Taylor

Mark I Monorail Blue at the Tomorrowland Station—the only station on the loop

You've just boarded a sleek Yesterland-Alweg Monorail for a nonstop, round-trip journey. Now you're gliding along the gently curving "Highway in the Sky." As you look out the windows, you enjoy scenic views of Tomorrowland and Fantasyland.



Photo by Charles R. Lympny, courtesy of Chris Taylor

Blue lettering on Monorail Red; red lettering on Monorail Blue



Photo by Fred M. Nelson, Sr., 1959

Mark I Monorail Red passing over the queue for the brand new *Matterhorn Bobsleds* ride



Photo by Charles R. Lympany, circa 1959, courtesy of Chris Taylor

Heads turning for the Mark I Monorail Blue passing mighty Matterhorn Mountain



Photo by Charles R. Lympany, circa 1959, courtesy of Chris Taylor

Tail fins with lights on the back of the train, in tradition of Cadillac, but upside-down

As you travel along the curves of the graceful beam, including a loop around the Matterhorn, you'll have a fine view of park attractions such as the Midget Autopia. The elevated beam is higher than the berm that surrounds the park, so your view includes the orange groves and vegetable fields that surround it.

Your brief, 8/10-mile journey is over as your Monorail returns to the station.

The Disneyland-Alweg Monorail System was dedicated on June 14, 1959, with a ribbon-cutting ceremony that included U.S. Vice President Richard M. Nixon and his family. The Monorail was part of a major expansion of Tomorrowland which also included the Submarine Voyage, the Matterhorn Bobsleds, and the Motorboat Cruise.

But what in the world is an Alweg?

Alweg, or ALWEG, was a company in Cologne (Köln), Germany, founded by wealthy Swedish entrepreneur Dr. Axel Lennart Wenner-Gren. The ALWEG company developed a working monorail prototype, which caught Walt Disney's eye in 1957. Disney worked out a deal with ALWEG, in which his designers would develop a monorail using ALWEG's basic design as the starting point.

Disney's young design genius, Bob Gurr, designed a sleek train with a rocketship nose, corrugated side panels, and the famous bubble top in front. The Disneyland-Alweg Monorail's appearance was a complete departure from the plain, functional design of ALWEG's prototype (or ALWEG's later Seattle Monorail, built for the 1962 Seattle "Century 21" World's Fair).

By early July 1959, there were two Mark I trains—one was red, the other blue—serving Disneyland guests.

When Walt Disney decided to add the Monorail ride to Disneyland, he wasn't just looking for a new way to entertain Disneyland guests. The Disneyland-Alweg Monorail would demonstrate a revolutionary solution to urban mass transportation. Quiet electric trains would glide above the avenues and rooftops of American cities on slender concrete rails in the sky.

In June 1961, the Monorail became a true transportation link instead of just a sightseeing ride.



Photo by Allen Huffman, 2005

ASME plaque at the Tomorrowland Station in 2005



Historical photo from 1961 © The Walt Disney Company

Monorail service across West Street to the Disneyland Hotel

With an extended 2½ mile track, Disneyland Hotel guests could board the Monorail at the hotel and begin their park visit in Tomorrowland. And Disneyland Park guests could exit at the Disneyland Hotel for the Monorail Lounge for beverages that weren't available in the park.



Photo by Charles R. Lypany, circa 1961, courtesy of Chris Taylor

Return trip from the Disneyland Hotel back to Tomorrowland



Photo by Charles R. Lypany, circa 1961, courtesy of Chris Taylor

Mark II Monorail Yellow

Not only was the track extended, but trains grew from three cars to four cars, becoming Mark II trains in the process. The fleet grew to three trains with the addition of a yellow Monorail.



Photo, 1969, from the collection of Don Ballard

New 5-car Mark III Monorail leaving the Disneyland Hotel

In 1968, the first of four all-new, five-car Mark III trains began service. The Alweg name remained on the Disneyland Monorails until 1976, although the actual ALWEG company had long ago faded away.



Photo by Werner Weiss, 2006

Mark V Monorail Red at the Tomorrowland Station in 2006

The Mark V Monorails, which began operating in 1987, outwardly resembled the Walt Disney World Monorails. Despite their similar appearance, the Florida system uses much larger, heavier, longer trains, operating on more substantial beams.



Photo by Allen Huffman, 2005

Monorail service continued while the lagoon was rebuilt for the *Finding Nemo Submarine Voyage*.



Photo by Werner Weiss, 2007

It's The Year of a Million Dreams!



The Mark V Monorails remained in service for over 20 years—with occasional promotional “wraps” on one train during the fleet’s final years.



Photo by Werner Weiss, 2013

Mark VII Monorail Orange above the Submarine Lagoon

Disneyland now operates a fleet of three Mark VII Monorails. Monorail Red and Monorail Blue began service in 2008. They were joined by Monorail Orange in 2009. The Mark VII Disneyland Monorail trains don't look like scaled-down Walt Disney World Monorail trains any more. The design is strongly influenced by Bob Gurr's original, sleek Mark I trains, but without a bubble top—and without upside-down Cadillac fins either.



Photo by Werner Weiss, 2015

Soaring past Soarin'



Yesterland

Photo by Werner Weiss, 2016

### Monorail above the Disneyland Resort Esplanade

The Disneyland Monorail continues to entertain and transport Disneyland guests, but today's trains, route, and views are very different than those of 1959.

# SUBMARINE VOYAGE



Photo by Fred M. Nelson Sr., 1959

You've just climbed down the spiral ladder and taken a seat in front of your own personal porthole. A stream of cool air blows from beneath the porthole to keep you from feeling queasy.

"This is the captain speaking. Welcome aboard. We are underway and proceeding on a course that will take us on a voyage through liquid space. En route, we will pass below the polar ice cap, and then probe depths seldom seen by man. Make yourself comfortable, but please remain seated at all times. And no smoking please—the smoking lamp is out."

As you pull away from the dock, you look into the crystal clear water of the Submarine Lagoon where giant clams, moray eels, groupers, and other sea life thrives—all inanimate.



Photo by Fred M. Nelson Sr., 1959

View from the Skyway



Photo by Werner Weiss, 1997

Leaving the dock



Photo by Werner Weiss, 1969

Daytime in the open-air Sub Lagoon



Photo by Werner Weiss, 1997

*America Sings* being transformed into *Innoventions* in the background



Photo by Werner Weiss, 1997

Liquid Space below the Highway in the Sky



Photo by Corby DeMeis, 1988

View from *PeopleMover*

According to the crew, there's a surface storm ahead. It's a good thing the submarine can dive below the storm, unlike the wrecks that you see in the Graveyard of Lost Ships. Sorry, the submarine doesn't stop for you to retrieve the sunken treasure.

Suddenly you find yourself below the polar ice cap at the North Pole. The captain dives further.

Now the ocean is dark because no sunlight reaches this depth. Strange, bioluminescent fish provide their own eerie light. As with the other fish on this voyage, they swim without moving their bodies, as though they were made of a rigid material. What unusual fish!

That's enough of that darkness. What's next?

Mermaids!

You've now reached the Lost Continent of Atlantis. Although destroyed long ago by volcanic activity, there's still plenty of evidence of the former culture and beauty of Atlantis. The captain safely guides your submarine past underwater eruptions that continue to rock the ruins. Those eruptions look strangely like air bubbles illuminated by red lights.

Look at the tail of that sea creature. What could it be? As the sub reaches the head end of the creature, it turns out to be a cross-eyed sea serpent. Upon seeing this, the captain decides it's time to return to the surface.



Photo by Frank Taylor, courtesy of Chris Taylor

### Opening the hatch

Climb back up the spiral ladder. If you suffer from claustrophobia, you'll breathe a sigh of relief as you exit from the confined space of your submarine.

Okay, so the effects weren't really that convincing, but you have to admit that there's no other ride like this one. And if you're like most people, this is as close as you'll ever get to a trip on a real submarine.



Photo by Werner Weiss, 1997

### Disembarking

On August 3, 1958, the USS Nautilus—the world's first nuclear powered submarine—made history under the command of William R. Anderson, USN. With 116 men on board, the Nautilus traveled below the polar ice cap of the Arctic Ocean, silently and secretly, to become the first ship to cross the geographic North Pole.

In Disneyland, less than a year later, another Nautilus, this time powered by diesel, made a different kind of history. Beginning June 1959, the Nautilus and seven sister submarines—the Triton, Sea Wolf, Skate, Skipjack, George Washington, Patrick Henry, and Ethan Allen—allowed 38 Disneyland guests at a time to take their own voyage to the North Pole, and to see sights that Commander Anderson and his men never saw.

For almost four decades, Submarine Voyage at Disneyland continued to attract long lines of guests.

The ride didn't change much over the years. The biggest change came in the mid-1980s, when the eight Cold War gray submarines were repainted a cheerful oceanographer yellow. And six of them were given new names—Neptune, Sea Star, Explorer, Seeker, Argonaut, and Triton—while two kept familiar names, Nautilus and Sea Wolf.

By 1998, Internet rumors suggested Submarine Voyage was on the chopping block because Disneyland executives at that time considered it too costly to operate in relation to its capacity.

In April 1998, Orange County Register reporter Jerry Hirsch interviewed Paul Pressler, who was president of Disneyland at the time. Hirsch asked, "What's up with the subs? We hear the ride will close sometime this year."

Pressler replied, "We know the show today isn't as relevant as it was. We know that in the future we need to do something in that location, but we have not made a decision on the subs, and we won't make a decision until we know what we want to do in the future there. We would hate to abandon the notion of an attraction that goes under the water."





Screen capture from OCRegister.com, 2002 © 1998, 2002, Orange County Register  
The big news on OCRegister.com

Only a few months later—on July 29, 1998—Disneyland announced that the end of Submarine Voyage was near. Based on Pressler’s statement, that meant the Disneyland executives knew what they wanted “to do in the future there.”

But the announcement did not identify a replacement attraction—only that there would be one in 2003.

Five years is a long time to wait. Sure, the old ride would be missed—but imagine how much better the new ride would be with 21st century technology, the advantage of over 40 years of additional creative experience, and five years to get it right!

On September 7, 1998, Submarine Voyage carried its last passenger.

There was rumor that Walt Disney Imagineering was working on a much-improved undersea experience, Atlantis Expedition. Years passed. It probably didn’t help that Disney’s 2001 animated feature, Atlantis: The Lost Empire, failed at the box office.

By announcing an undisclosed future attraction, Disneyland Publicity had protected Paul Pressler’s integrity, without really committing to anything. By 2003, there might actually be something new—maybe a rich sponsor could be found to foot the bill. Or, by 2003, people might have forgotten what they read in 1998.

When it was finally 2003, the lagoon was still nothing more than an unused pool of clear water with an unused load area and an unused track going into an unused water-filled show building.

In October 2003, Matt Ouimet arrived from Disney Cruise Line to become the new President of the Disneyland Resort. He set out to restore the old sparkle to Disneyland.

On July 15, 2005, there was another announcement. This time it was real. The Finding Nemo Submarine Voyage would open in 2007. And it did—on June 11, 2007.

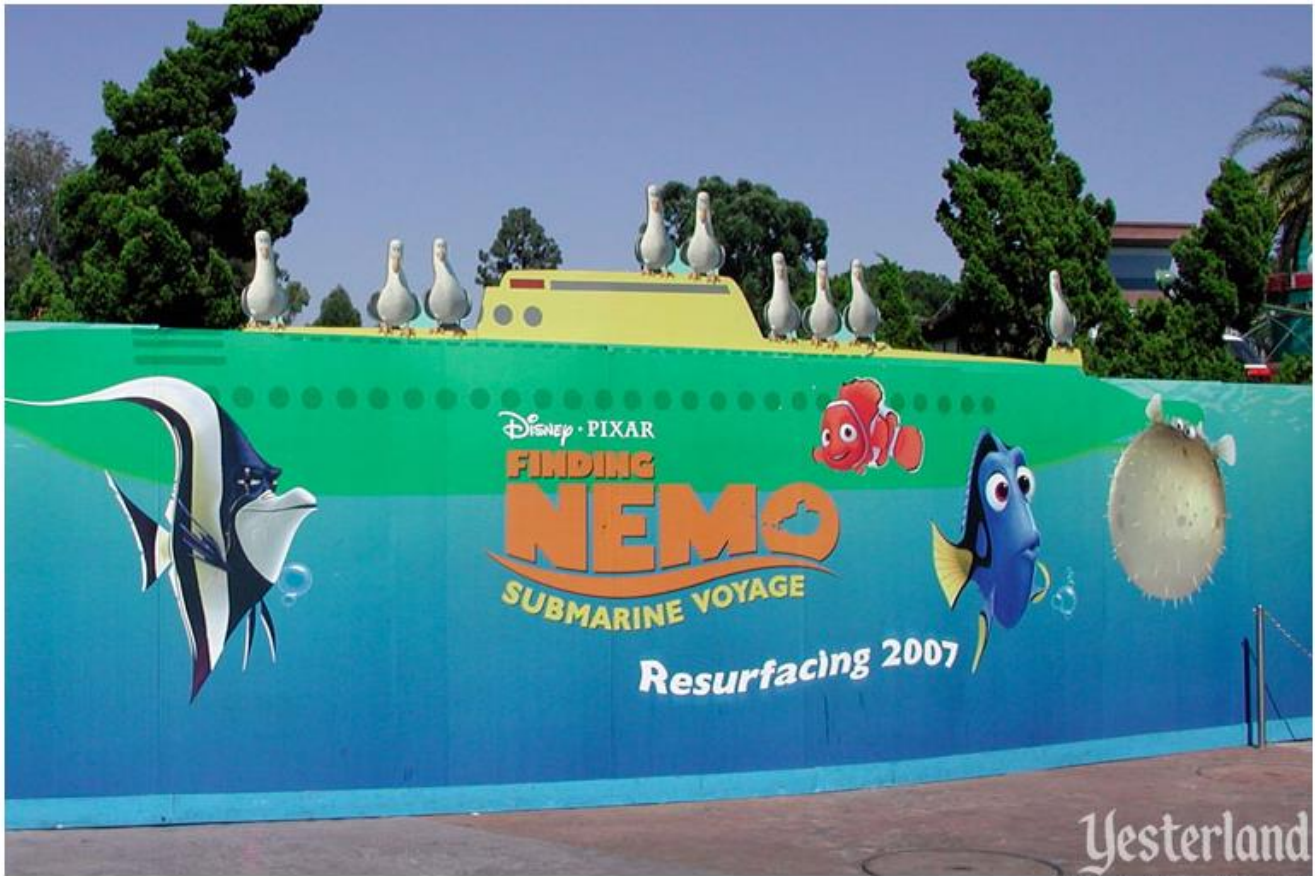


Photo by Werner Weiss, 2006

Construction wall



Photo by Werner Weiss, 2007

New yellow submarines



Photo by Werner Weiss, 2007

Matching Monorail



Photo by Werner Weiss, 2007

Nighttime in the open-air Sub Lagoon

The classic attraction was updated with characters from the successful 2003 Disney-Pixar release, Finding Nemo. Walt Disney Imagineering combined old-fashioned Mid-Century showmanship with innovative 21st century technology. Guests gaze through the portholes of the refurbished Submarines at characters brought to life in “invisible” underwater effects boxes.



Photo by Werner Weiss, 1983

### *20,000 Leagues Under the Sea at Magic Kingdom Park*

Magic Kingdom Park at Walt Disney World had an underseas experience similar to Disneyland's Submarine Voyage. 20,000 Leagues Under the Sea, with Nautilus-themed submarine, opened in 1971 and closed in 1994. After sitting unused for ten years, the lagoon was demolished and filled in. From 2005 to 2010, part of the site was used for Pooh's Playful Spot, a play area for children. The site of the lagoon and show building is now part of the Fantasyland Forest, which opened in late 2012.

# CIRCARAMA



Photo by Charles R. Lympany, courtesy of Chris Taylor

Perhaps you're here because you saw this advertisement in the Los Angeles Times of June 14, 1960:

New!

The Bell System Presents "America the Beautiful" in CIRCARAMA

Circarama puts you in the middle of the action, completely surrounded by magnificent motion pictures in color.

Among the many fascinating places Circarama takes you in "America the Beautiful" are New York Harbor; Times Square; a Vermont country church set against the splendor of the autumn foliage; Williamsburg, Virginia—cradle of American culture; Pittsburgh steel mills; Detroit automobile factories; Midwestern railroad freight yards; Oklahoma cowboys rounding up cattle; wheat-harvesting combines in Montana; copper mines in Utah; Monument Valley; Hoover Dam; The Grand Canyon; San Francisco; The Golden Gate Bridge; and campus life at America's great University of California at Los Angeles.

Presented free of charge.

Yes, it's free. There's no need to reach for your ticket book or to stop at a ticket booth. You can thank The Bell System and your local host company, Pacific Telephone.

This presentation puts you "in the middle of everything." Eleven movie screens form a circle above your head. Eleven perfectly synchronized projectors show eleven 16mm films, surrounding you with a 360-degree travelogue.

Most other guests are staring at the front screens. But they're missing half the fun. The whole idea is to look all around to see what's going on, even if the filmmakers seem to be directing your attention primarily to the front of the theater.

If you've seen this movie too many times—after all, it's a free attraction—here's how you can have an entirely new experience: Watch the entire movie facing back screens. See where you've been instead of where you're going.



Photo by Roger J. Runck, 1960, courtesy of Robin Runck



Photo by Roger J. Runck, 1961, courtesy of Robin Runck

The name Circarama is a play on Cinerama, the three-film, three-projector process used to show some Hollywood features on wide, curving screens in specially-equipped movie houses. Does this mean 360-degree movie houses will be next?

A paragraph in a New York Times article (“Disney Presents Movies-In-Round,” June 28, 1955) suggests this might happen:

Although Circarama is not planned for theatre use at present, Mr. [Walt] Disney, for one, does not rule out its potential adaptation to a highly specialized form of dramatic motion picture presentation. It was less than a decade ago that experienced Hollywood showmen failed to recognize the commercial possibilities of Cinerama, when its late inventor, Fred Waller, held demonstration showings in a barn in Oyster Bay, N. Y.

America the Beautiful in Circarama opened at Disneyland in June 1960.

But it wasn't the first Circarama movie. That honor went to A Tour of the West, presented by American Motors—builder of Hudson, Nash, and Rambler automobiles—and its appliance division, Kelvinator.

The 1987 book *Disneyland: Inside Story* by Randy Bright quoted an American Motors Corporation press release, dated June 27, 1955:

“This combination of photographic skills and entertainment talents promises an unusual spectacle for visitors to Disneyland. We're happy to have a part to play in making Circarama possible. As it represents added pleasure and value for the public, sponsorship of the Circarama is another forward step in our program to make American Motors mean more for Americans.”

— George Romney, President, American Motors Corporation

A Tour of the West was an original 1955 attraction at Disneyland. (There's no word on whether Romney took his eight-year-old son to the opening of the attraction.) It closed around the beginning of 1960 to make way for America the Beautiful.

Walt Disney's involvement with the 1964-65 New York World's Fair is well known. Far fewer people know that six years earlier, a Disney attraction was part of another Cold War era international expo, the 1958 Brussels (Belgium) World's Fair.

A New York Times article (“U. S. To Be Candid At Brussels Fair,” March 5, 1958) gave a preview of the American pavilion before the fair opened:

Innovations in photographic and movie projection methods will permit a 360-degree view of “the face of America” on a room-circling screen. The projection method, developed by Walt Disney, is known as “Circarama”. A color film, titled “America: The Land and The People,” showing a trip across the country, will be exhibited.

By the time the fair opened, the color film had a new name. Walt Disney's America the Beautiful was a highlight of the American pavilion.

Los Angeles Times writer Jerry Hulse (“Miniature World Unfolds at the Fair,” April 22, 1958) wrote about the audience reaction to the Circarama presentation: “And with the ending there is a loud applause... from persons of many countries... yes, even a few Russian visitors.”

The next stop for Circarama was the American National Exhibition in Moscow, Russia in 1959. The U.S. Government arranged for Walt Disney to redo the narration of America the Beautiful in Russian.

By the time America the Beautiful opened at Disneyland in 1960, it was the third version of the 360-degree movie, playing in its third country.





The original Circarama was housed in only the left section of the north Tomorrowland building, and that space was also used for exhibits. When the New Tomorrowland opened in 1967, the left section became the pre-show area where guests would wait. The new Circle-Vision 360 theater took up the round central section. Today, both sections are used for Buzz Lightyear Astro Blasters.

Circarama was such an ingenious, original idea that Walt Disney had it patented.

June 28, 1960

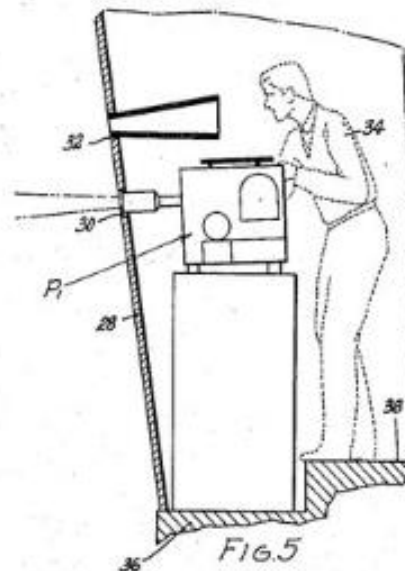
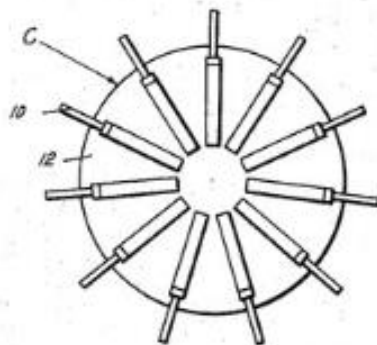
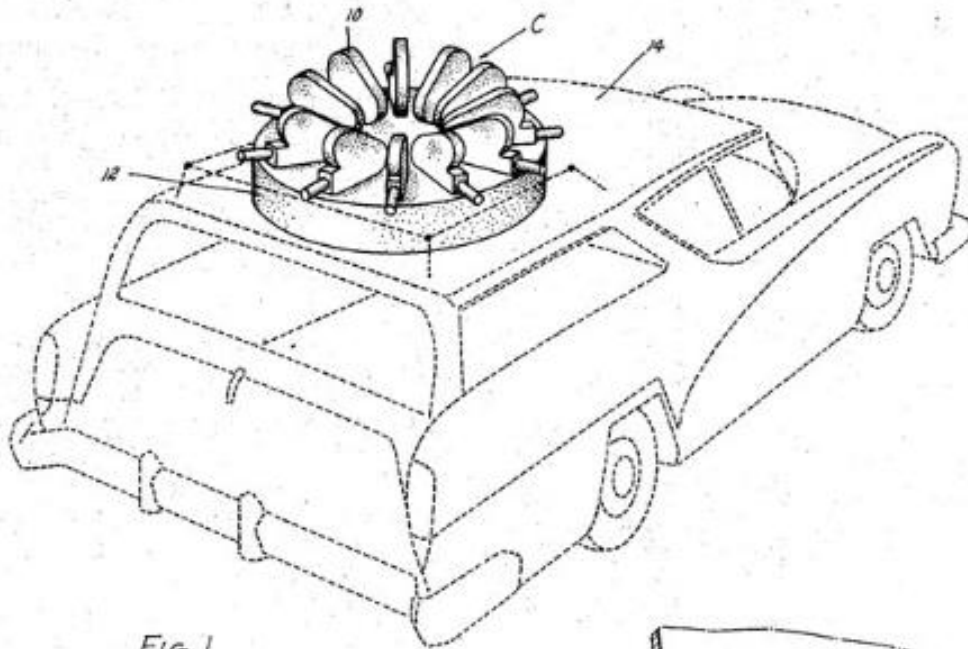
W. E. DISNEY ET AL

2,942,516

PANORAMIC MOTION PICTURE PRESENTATION ARRANGEMENT

Filed July 17, 1956

2 Sheets-Sheet 1



INVENTORS.  
WALTER E. DISNEY,  
UB IWERKS.  
BY *Felwider Mattingly*  
*Hunley*  
ATTORNEYS.

Yesterland.com

U.S. Patent number 2942516 drawing, sheet 1 of 2

June 28, 1960

W. E. DISNEY ET AL

2,942,516

PANORAMIC MOTION PICTURE PRESENTATION ARRANGEMENT

Filed July 17, 1956

2 Sheets-Sheet 2

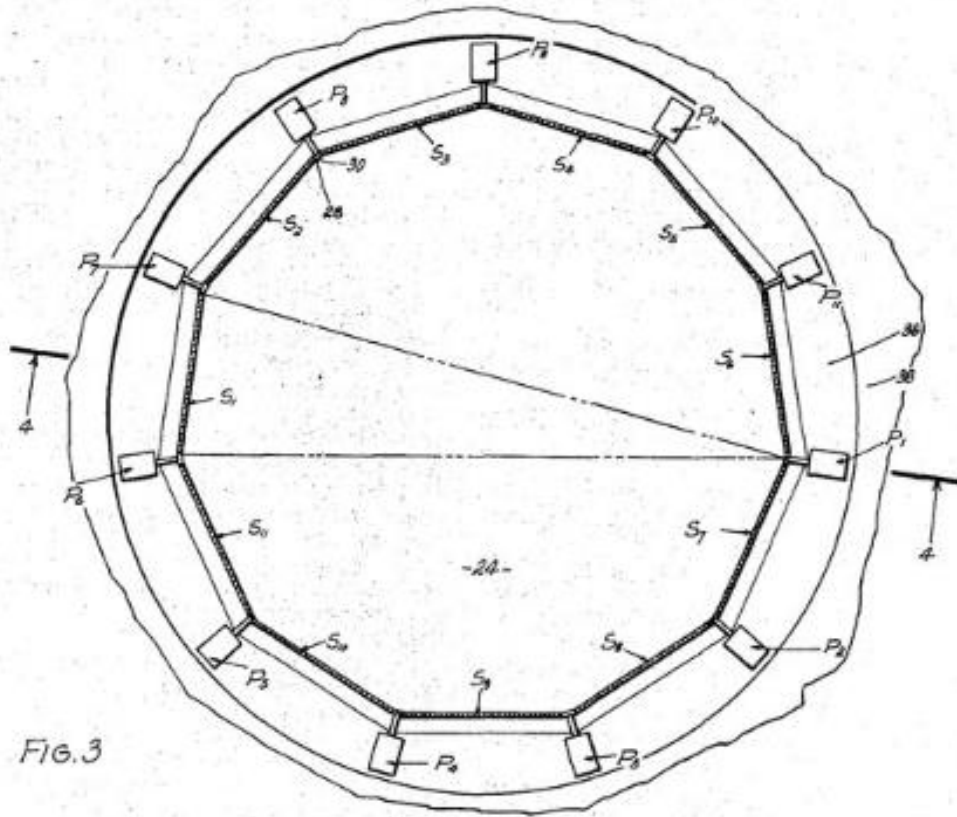


FIG. 3

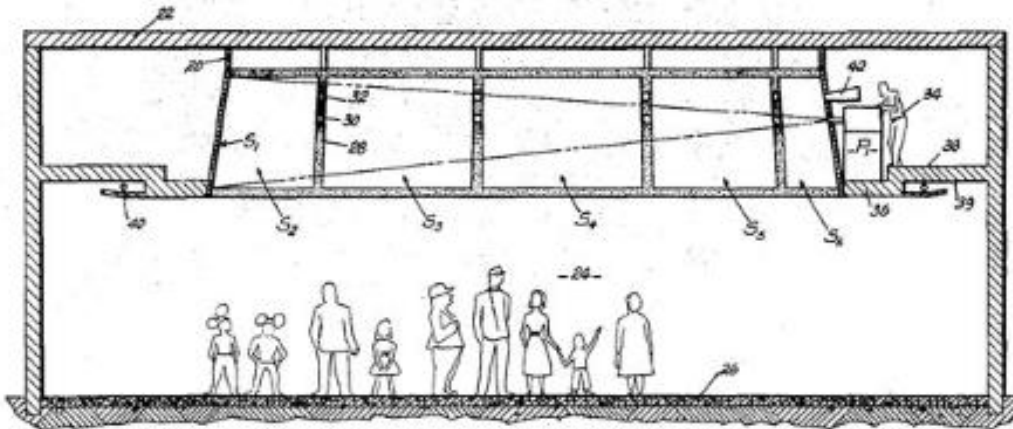


FIG. 4

INVENTORS  
WALTER E. DISNEY,  
UB, IWERKS.  
BY Fulvider, Mattingly  
& Hunley  
ATTORNEYS.

Yesterland.com

U.S. Patent number 2942516 drawing, sheet 2 of 2

Notice that the patent was filed on the first anniversary of Disneyland's press opening and awarded the same month that America the Beautiful opened at Disneyland.



Photo by Jim Smith, Courtesy The Walt Disney Family Museum (cropped to feature camera)

**Circarama camera (center) at The Walt Disney Family Museum**

When you visit the Walt Disney Family Museum in San Francisco, be sure to look for the original Circarama camera.

## FLYING SAUCERS

Some theme park attractions have an optional single rider line. Flying Saucers at Yesterland has only a single rider line—but it's not called that. It's simply "the line."

The ride is designed for every rider to have a solo vehicle (although sometimes two kids squeeze into one).



Photo by Charles R. Lympny, circa 1962, courtesy of Chris Taylor

Space-age sign tower

If you've never looked at this ride closely, you might think it's just a colossal air hockey table with a fleet of ride vehicles that can scoot above it. But it's much more complicated—and much more ingenious—than that.



Photo by Charles R. Lympany, circa 1962, courtesy of Chris Taylor

#### Air hockey table?

The Flying Saucers ride uses a big, blue oval, bisected into two halves, each with thousands of round air valves. Each half has a movable arm. There are four fleets of 16 saucers. Unlike other "batch load" attractions, this one loads efficiently.

Loading and unloading takes place in a neat cluster of two rows of saucers. Sit down on your individual Space Age pod. Hold on to the round handles on either side of your seat.



Detail from aerial photo of Disneyland, courtesy of Orange County Archives, Knott's Berry Farm Collection

#### Flying Saucers from above

As the ride cycle begins, a giant arm slowly swings away from the loading area, releasing your group of saucers. Air valves directly below your saucer lift it up.

Tilt your body to make your saucer scoot across the ride surface. Wherever you go, your saucer actuates air valves as you pass over them. All the lift comes from below. Your saucer has no moving parts—or, more accurately, you're the only moving part of your vehicle. You can go remarkably fast.

Maneuvering your saucer is easy and intuitive if you're sitting alone. (When two children share a seat, they need to cooperate.)



Photo by Werner Weiss, 1966

Saucer photo, taken from a saucer



Photo by Charles R. Lympany, circa 1964, courtesy of Chris Taylor

Remove your feathered cap, but not your tie



Photo by Charles R. Lympany, circa 1962, courtesy of Chris Taylor

Single rider fun



Photo by Charles R. Lympny, circa 1962, courtesy of Chris Taylor

Optional tandem seating for kids



Photo by Charles R. Lympny, circa 1962, courtesy of Chris Taylor

Or tight side-by-side seating for those who are narrow enough





Photo by Charles R. Lypany, circa 1962, courtesy of Chris Taylor

Riding while another group of guests loads



Photo by Charles R. Lypany, circa 1962, courtesy of Chris Taylor

Leaning in the direction of travel



Photo by Charles R. Lypany, circa 1962, courtesy of Chris Taylor

Bump!



Photo by Charles R. Lypany, circa 1962, courtesy of Chris Taylor

Traffic jam



Photo by Charles R. Lympny, circa 1962, courtesy of Chris Taylor

Break free from the crowd



Photo by Roger J. Runck, 1961, courtesy of Robin Runck

Floating on air at dusk

Bump into other guests—surprise them from behind! This ride has been called “the bumper cars of the future,” but that’s not entirely apt. Earthbound bumper cars collide with a jarring thump. But these airborne bumping saucers bounce off each other delightfully when they collide. It’s a different sensation.

If you sit straight up, you’re likely to find yourself bouncing up and down. So lean in any direction. Scooting and colliding are more fun than bouncing.

When your ride cycle ends, the giant arm pushes you back into the loading area, releasing the other fleet of saucers in your half of the oval onto the same ride surface.

That was fun!

Flying Saucers opened at Disneyland on August 6, 1961. Here’s how the Los Angeles Times reported the news in a short article (August 15, 1961):

#### Flying Saucers Now Flit About Disneyland

Walt Disney sent aloft 32 flying saucers Monday morning.

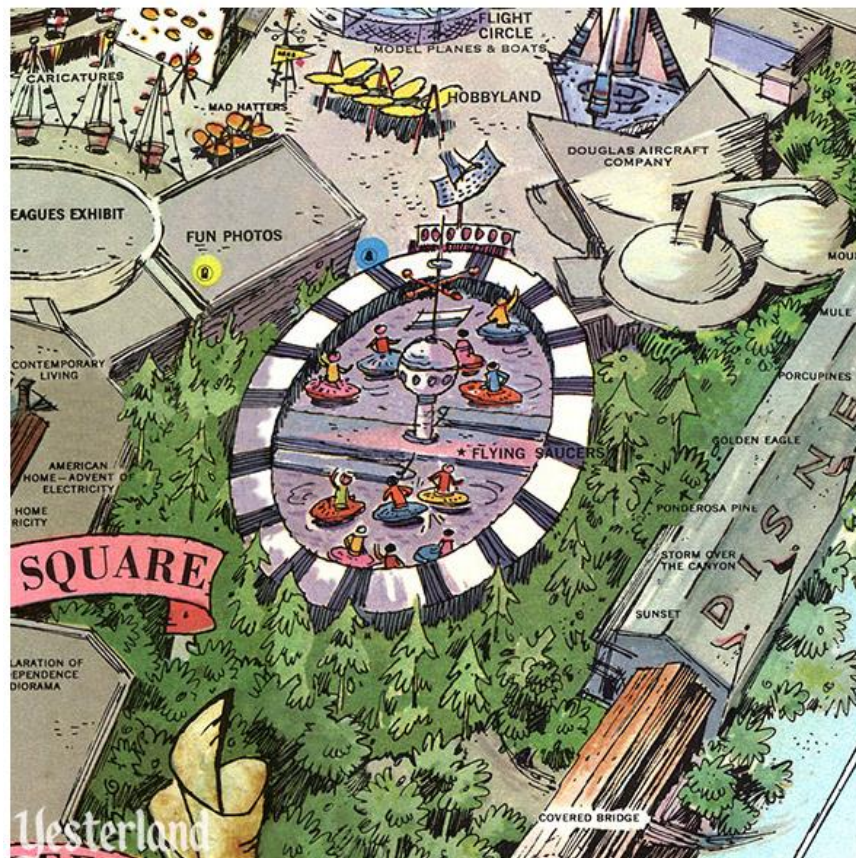
It figured Disney would eventually get around to constructing a saucer springboard.

Disney’s saucer launch pad is the latest attraction at Disneyland.

Those aboard the first flights included a man-size Pluto the Pup, a space girl, a space man and two jet pilots from El Toro Marine Base, Lt. Col. J. P. Willcox and Maj. Walt Jacobs.

The Flying Saucer ride cost \$400,000 to build, Each saucer is “blown” 8 in. off the ground and is under constant control of its pilot.

It’s unclear how the Times reporter multiplied 16 by 4 and came up with 32 saucers. Perhaps only half the ride was open. The article also did not note that each “pilot” was a park guest.



Detail from 1964 Disneyland Souvenir Map © Walt Disney Productions

How the Disneyland Souvenir Map showed *Flying Saucers*

Flying Saucers used patented technology, developed just for this ride. The innovative infrastructure was by Arrow Development of Mountain View, California, while the little saucers were the creative work of Bob Gurr—a rare Gurr design with no moving parts.

# United States Patent Office

Des. 192,932  
Patented May 29, 1962

192,932

AMUSEMENT RIDE CAR

Robert H. Gurr, 3206 Montana, Costa Mesa, Calif.

Filed June 29, 1961, Ser. No. 65,761

Term of patent 14 years

(Cl. D34—15)

FIG. 1

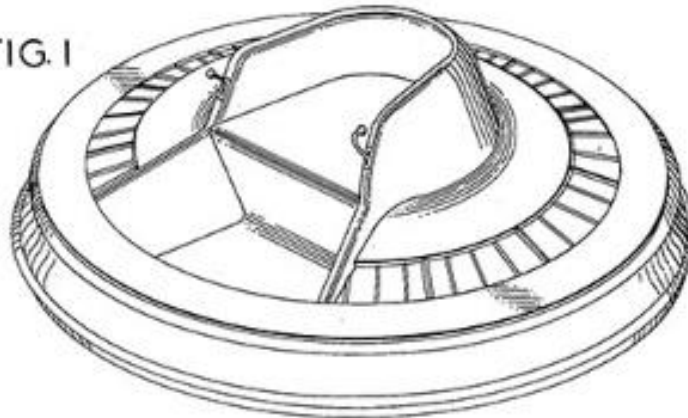
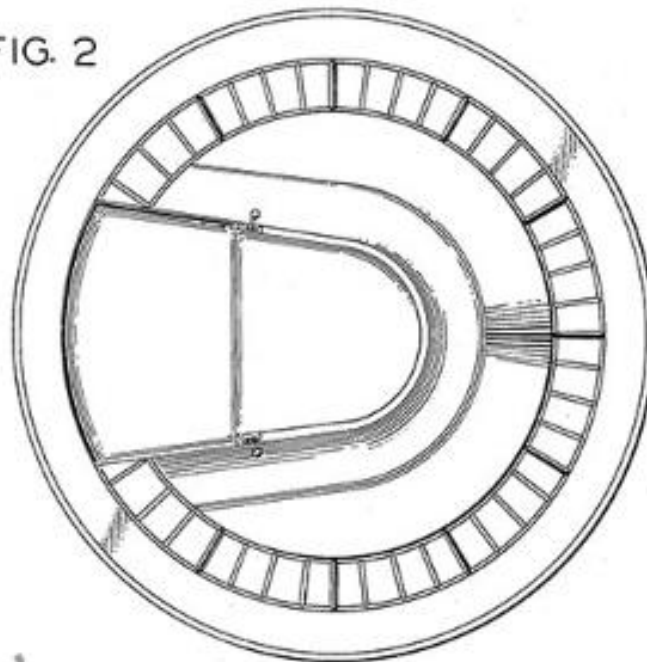


FIG. 2



Yesterland

From [U.S. Patent number D192932](#) at Google

Diagram from U.S. Patent for "Amusement ride car,"  
designed by Bob Gurr (WED Enterprises), patented 1962

May 17, 1966

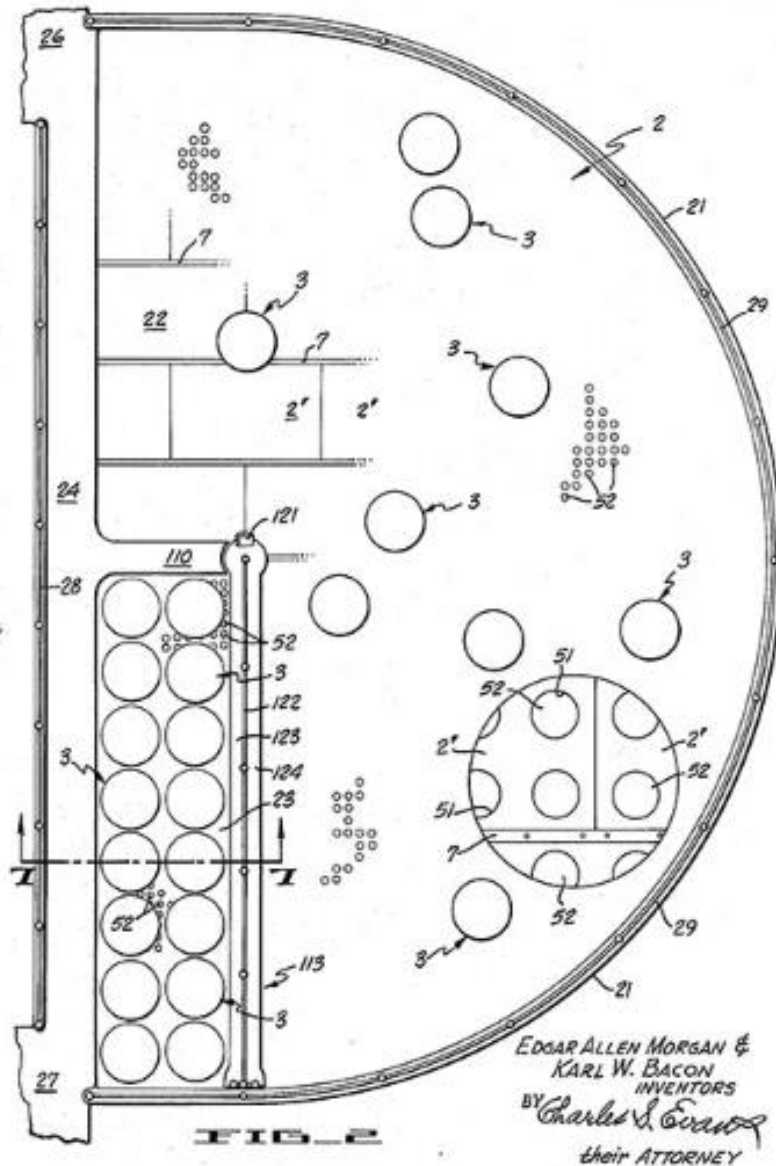
E. A. MORGAN ETAL

3,251,595

AIR CAR AND SUPPORTING APPARATUS

Filed May 11, 1962

9 Sheets-Sheet 2



Yesterland

From [U.S. Patent number 3251595](#) at Google

Diagram from U.S. Patent for "Air car and supporting apparatus,"  
designed by Ed Morgan & Karl Bacon (Arrow Development), patented 1966

Flying Saucers closed on September 5, 1966—along with much of the rest of Tomorrowland.

When Disneyland's New Tomorrowland opened July 2, 1967, guests found an amazing array of new attractions, including Monsanto's Adventure Thru Inner Space, the Goodyear PeopleMover, the General Electric Carousel of Progress, Rocket Jets, America the Beautiful in Circle-Vision 360 presented by the Bell System, and Flight to the Moon presented by McDonnell Douglas.

But the beloved Flying Saucers ride was nowhere to be seen. In its place, the Tomorrowland Stage offered concerts and shows.

Perhaps the absence of Flying Saucers would be temporary. After all, new Disneyland Souvenir Maps showed something called Space Mountain. Would Flying Saucers be on the bottom level of that Space Age marvel?

It didn't happen. Flying Saucers had a run of just over five years, and then never returned to Disneyland or anywhere else.

The reason?

According to *Disney A to Z* by Dave Smith (Hyperion, 1998), "Individually controlled vehicles floated on a cushion of air, but the technology was not perfected and the attraction was constantly breaking down. It was one of the worst maintenance headaches at Disneyland, as the technicians continually tried to keep it operating. Eventually, they gave up."



Photo by Werner Weiss, 2010

Homage to *Flying Saucers* on exterior of *Innoventions* at Disneyland

But wait! Wasn't Luigi's Flying Tires (2012 - 2015) supposed to be the return of Flying Saucers—only now with great storytelling, plus 21st Century technology to overcome the original operating headaches?

Not really.

Luigi's Flying Tires had clunky multi-rider vehicles, which were difficult to maneuver, slow, and not particularly fun. The single large ride surface made it a slow-loading, low-capacity attraction. The wonderful indoor queue was the best part.

Maybe, someday, Disney can dust off the old patents and blueprints to bring back Flying Saucers properly—just like the 1961 original, only with computerized process controls to keep the air pressure perfect and the ride operating reliably.

## MARY BLAIR MURALS



Photo by Charles R. Lympany, circa 1967, courtesy of Chris Taylor

### Yester Tomorrowland - "World on the Move"

There's so much to do in Yester Tomorrowland. Circle-Vision 360 is right across from Adventure Thru Inner Space. Colorful PeopleMover trains scoot by overhead and Rocket Jets orbit not far away. But before you run to the next ride, take a moment to look up at the two ceramic tile murals that make Tomorrowland warm and inviting.

One mural is on the Bell System CircleVision 360 building. The other is on the Adventure Thru Inner Space building. Together, the two murals form a work of art called "The Spirit of Creative Energies Among Children."

These aren't just smooth ceramic tiles. The murals have textures as well as colors.





Photo by Charles R. Lympny, circa 1967, courtesy of Chris Taylor

North mural on the *CircleVision 360* building



Photo by Werner Weiss, 1996

Another view of the north mural



Photo by Charles R. Lympny, circa 1967, courtesy of Chris Taylor

South mural on the *Adventure Thru Inner Space* building



GAF Pana-Vue slide image © WDP, courtesy of [DisneyPix](#)

Another view of the south mural

You say you're reminded of "it's a small world" in Fantasyland? That's not a coincidence. The amazing artist who designed these delightful murals—as well as being a key creative force behind "it's a small world"—is Mary Blair.

Wait a minute... What are these murals doing in Tomorrowland? There's nothing futuristic or technological about these murals, is there?

Actually, the north mural shows children from different nations dancing and making music. Ribbons above their heads symbolize global communications. At the top of the mural, communication satellites bring the world closer together.

The south mural, on the Adventure Thru Inner Space building, is about energy, with nods to solar energy, wind energy, water power, and fire.



Photo by Werner Weiss, 1996

Children of the world making music



Photo by Werner Weiss, 1996

Children of the world dancing

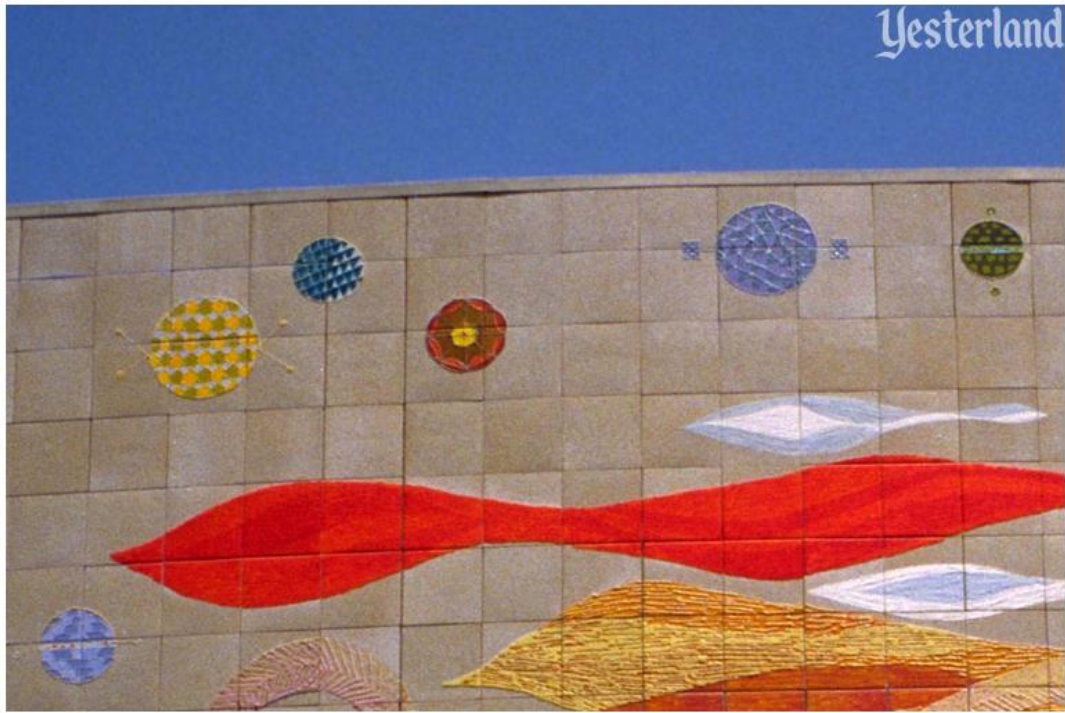


Photo by Werner Weiss, 1996

Colorful communication satellites



Photo by Werner Weiss, 1974

Eye-level view of Mary Blair's murals from the PeopleMover

Each mural is 54 feet in length. The north mural is 15½ feet high; the south mural is even taller because it begins closer to the ground.

Although the murals are from the mid-1960s, their themes are just as important more than a half century later—perhaps even more so.

These murals are timeless. Walt Disney personally chose to have Mary Blair's art bring optimism and joy to Tomorrowland.

When Disneyland's \$20 million New Tomorrowland opened in 1967, two striking murals by Mary Blair faced each other. Unfortunately, Walt Disney died before he could see the New Tomorrowland completed.



Photo by Werner Weiss, 2006

### Star Tours mural (1986-) on the south building

The south mural (on the Inner Space building) lasted until 1986. It was replaced by a space mural, which served as the facade for the new Star Tours attraction (1987).

For around ten years, the north Mary Blair mural and the Star Tours mural faced each other. It was an odd juxtaposition of styles.

The north mural (on the Circle-Vision 360 building) lasted until 1997. This legacy from the 1967 New Tomorrowland project became a victim of the 1998 New Tomorrowland project.

The 1998 Tomorrowland Mural was actually sort of a Yesterland mural, featuring pre-1967 Tomorrowland transportation systems. It was still an odd companion to the space-themed Star Tours mural across the corridor.

The 1998 mural had a short life. In 2005, it was replaced by a space-themed mural for the new Buzz Lightyear Astro Blasters (2005) attraction. The corridor once again had murals that complemented each other.

It's a shame that timeless art by a legendary Disney artist was replaced by lesser murals—not awful murals, just murals that don't measure up to the art they replaced.



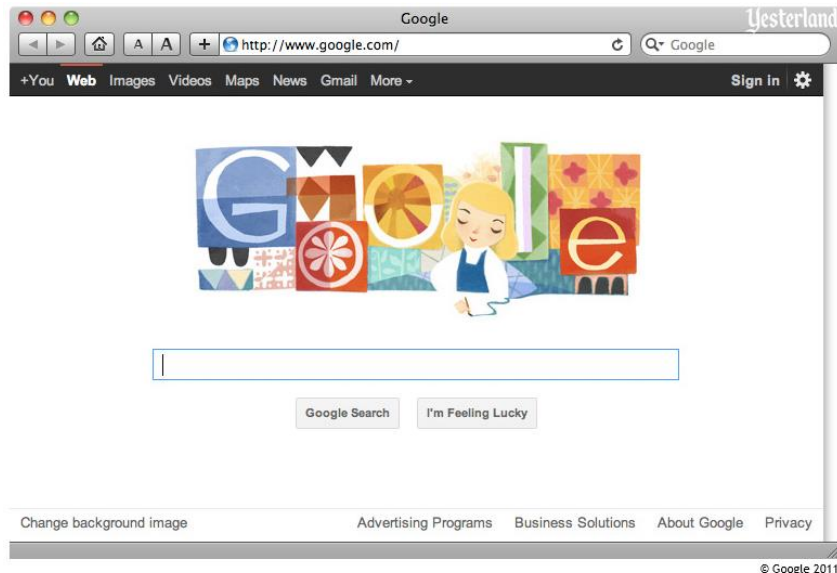
Photo by Werner Weiss, 2000

1998 Tomorrowland Mural (1998-2005) on the north building



Photo by Werner Weiss, 2017

Current mural (2005-) on the north building



Google Doodle on October 21, 2011

Meanwhile, Mary Blair (1911-1978) has become much better known than she was during her lifetime. On the 100th anniversary of her birth, Google devoted a Google Doodle to her.

Working for Walt Disney Productions in the 1940s and early 1950s, Blair designed stylized concept art for animated features. You might even recognize her work in *Saludos Amigos*, *The Three Caballeros*, *Melody Time*, *Cinderella*, and *Alice in Wonderland*.

In his book *Before the Animation Begins* (Hyperion, 1996), animation historian John Canemaker devoted 29 pages to Mary Blair. No other Disney artist came close to getting so much coverage in this book.

Canemaker followed up with an entire book about Mary Blair, *The Art and Flair of Mary Blair*, published in 2003. It's a wonderful art book with many examples of Mary Blair's stylized concept designs for animated Disney films, as well as art that Mary Blair did outside of Disney. Although the original edition is out-of-print, there's now an updated edition with improved color fidelity.



Photo by Chris Bales, 1996

Another look at the Mary Blair mural on the north building

Will we ever see the Mary Blair Tomorrowland murals again? Were the murals destroyed? Or are they still intact under the current murals?

In *The Art and Flair of Mary Blair*, John Canemaker wrote:

The Tomorrowland murals were not truly permanent: both “disappeared” when they were covered over by renovations in 1987 and 1998. “Mary Blair’s murals were not damaged or painted on,” [longtime Imagineering executive] Marty Sklar notes, “but the decision was made for cost reasons to leave them in place—hidden treasures at Disneyland!”

It would be great if Marty Sklar’s story of undamaged murals—hidden treasures—were true. Unfortunately, evidence suggests otherwise.

A YouTube video, *1986 Disneyland Tomorrowland Mary Blair mural tile removal* by Adam Conlea, shows workers destroying entire rows of tiles during the construction of Star Tours. Openings were cut into the Star Tours building, destroying the bottom of the mural. The only reason any of the south mural survived is because it was easier to cover the remainder than to destroy it entirely.

The north mural has fared better. A new curved wall was built over the Mary Blair mural in 1997. Although the work was not done with preservation in mind, most of the north mural is entombed behind the wall. There was no need to cut openings because the north building was already open at the ground level, with the mural above.

Maybe bringing optimism and joy back to Tomorrowland would be a good idea—even if it requires carefully reproducing the missing and damaged tiles. That seems unlikely to happen, but if the original drawings are still safely locked away at WDI, it’s not an impossibility.



Photo by Werner Weiss, 2003

Mural in Disney’s Contemporary Resort, Walt Disney World

Mary Blair’s largest mural is not in Yesterland. It’s in the dramatic Grand Canyon Concourse atrium of Disney’s Contemporary Resort at Walt Disney World. It’s been there since the resort opened in 1971, and it continues to delight guests.

Featuring stylized birds, animals, flowers, and Native American children, the mural consists of 18,000 hand-painted tiles and is 90 feet tall. You can catch a glimpse from the monorail, but that won’t give you enough time to look for the five-legged goat.



The mural faces four different directions, each telling a different part of the story of the children, animals, and geology of the Grand Canyon. The next time you're at Walt Disney World, make a point of visiting the mural.

You can get "up close and personal" with the tile mural at the Contempo Café.



Photo by Werner Weiss, 2016

Five-legged mountain goat at Disney's Contemporary Resort



Photo by Werner Weiss, 2009

Mural detail at Disney's Contemporary Resort



Photo by Werner Weiss, 2011

Contempo Café touch screens in 2011 (no longer up against the tiles)

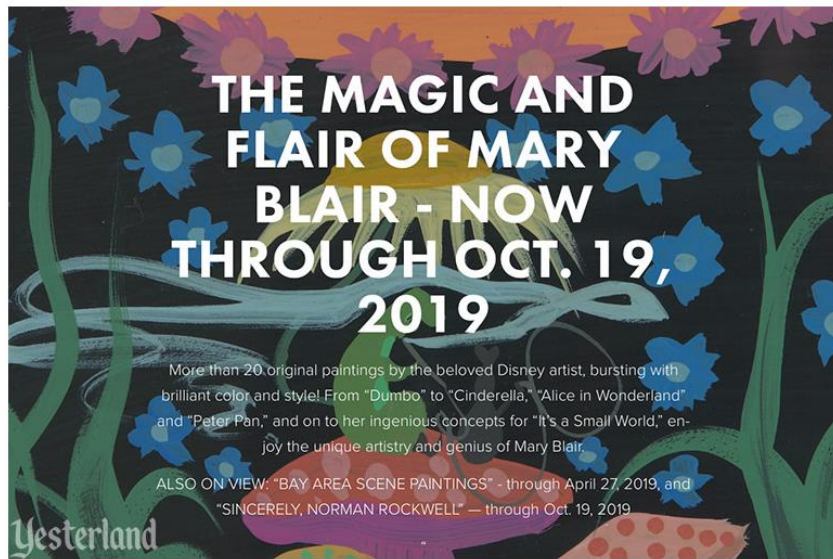
Museums honor Mary Blair and her art. This article concludes with two museums.



Photo by Werner Weiss, 2013

On the lower level of the Walt Disney Family Museum

A display case at the Walt Disney Family Museum in San Francisco features a paint stand, eyeglasses, and implements that belonged to Mary Blair. The decorated hard hat was a gift to Blair by other WED (now WDI) artists during the “it’s a small world” project.



screen capture © 2019 Hilbert Museum of California Art  
 THE MAGIC AND FLAIR OF MARY BLAIR at the Hilbert Museum

The Hilbert Museum of California Art is a wonderful art museum located just five miles southeast of Disneyland Park on the edge of Chapman University. For a limited time, this museum has a special exhibition, THE MAGIC AND FLAIR OF MARY BLAIR, described on the museum’s website:

A showcase of more than 20 original paintings by the brilliant Disney concept artist, ranging from her tour with “El Grupo” to South America in 1941 to her “big three” features (“Cinderella,” “Alice in Wonderland” and “Peter Pan”) to her visualizations for the ride “It’s a Small World.”

The Hilbert Museum is small compared to big-city art museums, but its permanent and temporary exhibits are worth a visit.



Photo by Werner Weiss

“Mary by the Sea“ by Lee Blair, 1934, at the Hilbert Museum of California Art

The permanent collection includes a painting of Mary Blair by her husband Lee Blair, who was an animator and writer for Walt Disney Productions.

# ADVENTURE THRU INNER SPACE



Photo by Roger J. Runck, 1968, courtesy of Robin Runck.

Sure, you expect Tomorrowland to celebrate Outer Space. But Yester-Tomorrowland also lets you travel to Inner Space. Prepare to be “miniaturized” for a journey into the world of molecules and atoms.



Photo by Werner Weiss, 1969

The queue, setting the stage for what to expect

While waiting in the queue, you see other guests in blue pods enter one end of the Mighty Microscope, appear near the opposite end only a few inches tall, and finally disappear entirely.

The screaming you hear is not coming from the ride. It's coming from a child terrified at the prospect of being shrunken down and then vaporized.

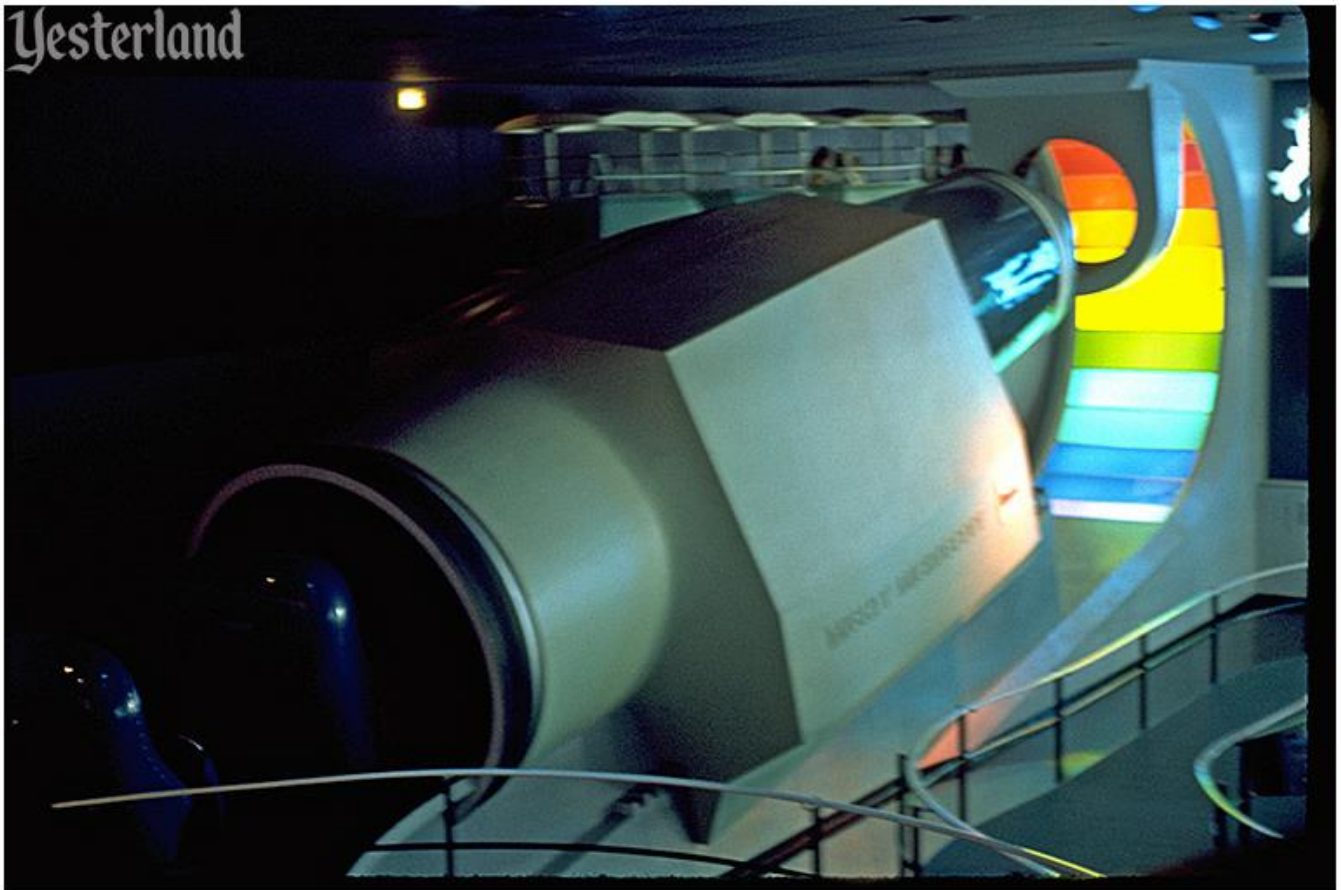


Photo by Dennis Caswell, 1972

PeopleMover train passing behind Monsanto's Mighty Microscope

Now it's your turn. Step on to the moving platform and board your Atomobile—similar to a Haunted Mansion Doom Buggy—traveling at the same speed as the platform.

After passing through the Mighty Microscope, you're shot into a flurry of giant snowflakes. Actually, they're normal-sized snowflakes, but you're really tiny. At least that's the conceit here.



Photo by Dennis Caswell, 1971

Snowflakes

As they say somewhere else, "You are not the first to pass this way." Someone has made this journey before you. Sounding suspiciously like the Ghost Host at the Haunted Mansion, his thought waves emerge as a voice from speakers in your Automobile:

"I am the first person to make this fabulous journey. Suspended in the timelessness of inner space are the thought waves of my first impressions. They will be our only source of contact, once you have passed beyond the limits of normal magnification.

"I am passing beyond the magnification limits of even the most powerful microscope. These are snowflakes, and yet they seem to grow larger and larger! Or can I be shrinking, shrinking beyond the smallness of a tiny snowflake crystal? Indeed, I am becoming smaller and smaller!"

As you continue to shrink, you see a neatly arranged array of fuzzy spheres, each with two smaller fuzzy spheres. These are H<sub>2</sub>O molecules.

"And still I continue to shrink! Is it possible that I can enter the atom itself?"

Yes, it's possible. In fact, you've now done so.

"Electrons are dashing about me, like so many fiery comets. Can I possibly survive?"

"I have pierced the wall of the oxygen atom! I am so infinitely small now that I can see millions of orbiting electrons. They appear like the milky way of our own solar system. This vast realm—this is the infinite universe within a tiny speck of snowflake crystal!"

Suddenly, there's a pulsating red sphere directly in front of you.

"And there is the nucleus of the atom! Do I dare explore the vastness of its inner space? No, I dare not go on! I must return to the realm of the molecule, before I go on shrinking forever! "

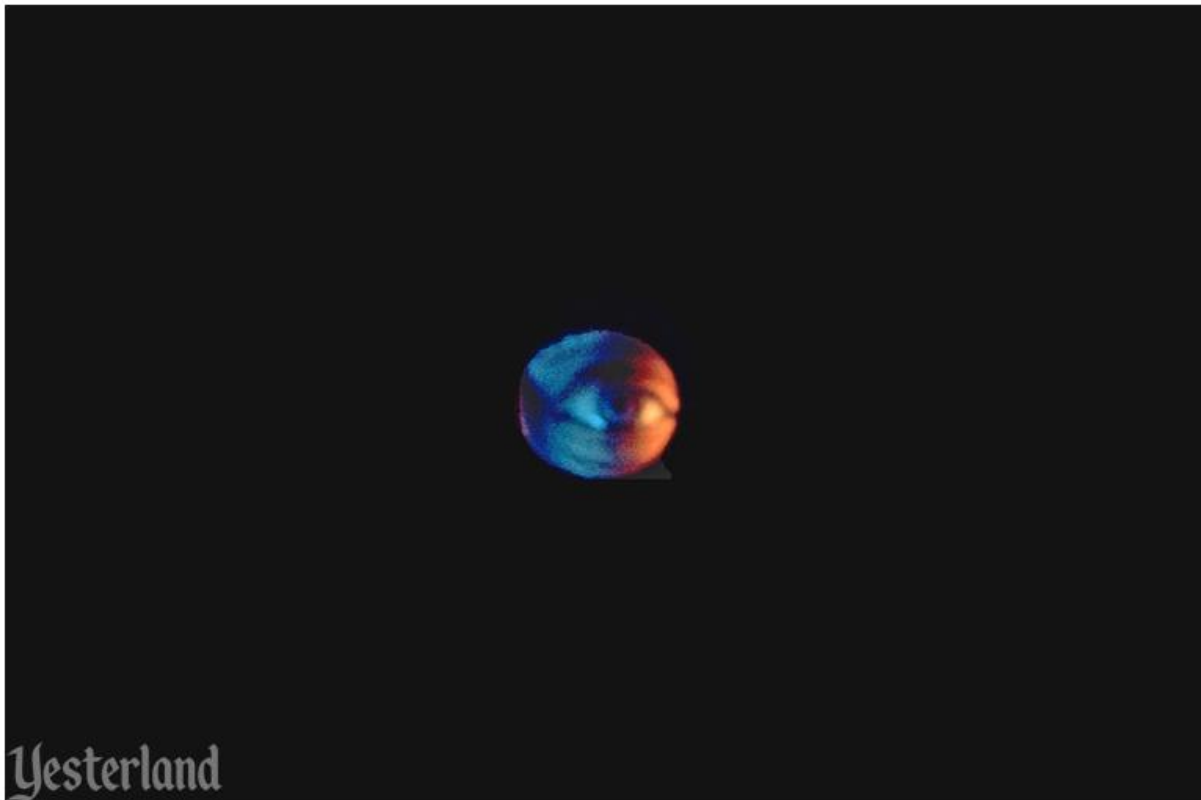


Photo by Dennis Caswell, 1972

Always watching

As the snowflake begins to melt, you begin to return to normal size. You're back on visual. Look up! A Monsanto scientist is watching you through a microscope.



Photo by Marion Caswell, 1975, courtesy Dennis Caswell

### “Miracles from Molecules”

Your ride ends at Monsanto’s Fountain of Fashion. Mineral oil runs down nylon strands that surround a mannequin wearing the latest fashion crafted from Monsanto synthetic fibers. Or the nylon strands surround round signs with Mid-Century Modern graphics.

A bouncy theme song is playing. It’s “Miracles from Molecules” by brothers Robert B. Sherman and Richard M. Sherman—the team responsible for the “it’s a small world” song.

Miracles from molecules, around us everywhere.  
There are miracles from molecules, in the earth, the sea, the air.  
Now men with dreams are furthering what nature first began:  
Making modern miracles, from molecules, for man.

Every atom is a world, an infinity unfurled,  
A world of inner space without an end,  
A world of mystery, of endless energy,

With treasures more than man can ever spend.

Miracles from molecules are dawning every day.  
Discoveries for happiness, in a fabulous array.  
A never-ending search is on, by men who dare and plan.  
Making modern miracles, from molecules, for man.

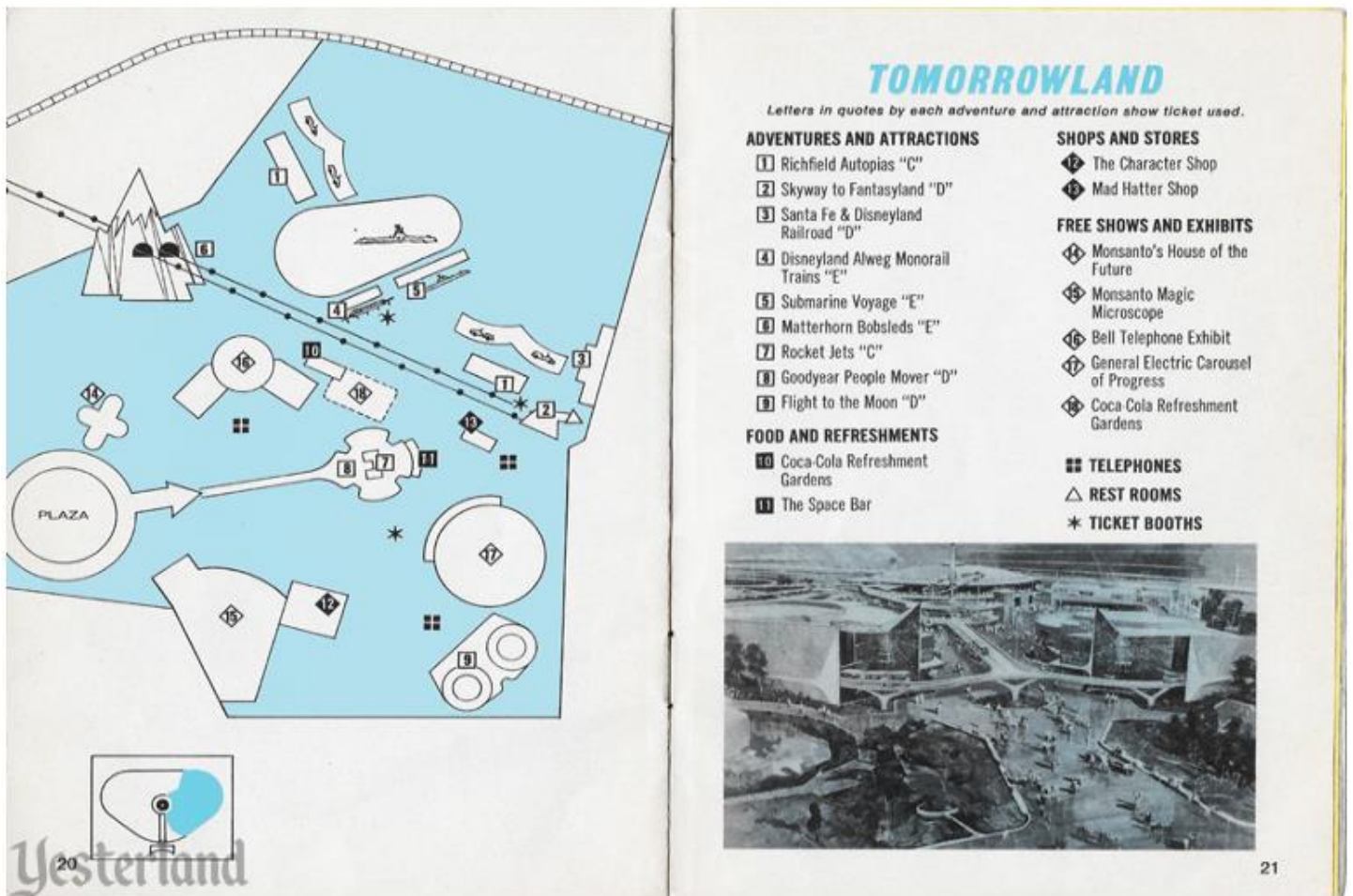
Making modern miracles, from molecules, for man!

Enjoy the "This is Monsanto" displays. Now head directly into the Character Shop next door.

Adventure Thru Inner Space opened at Disneyland on August 5, 1967.

The ride was part of New Tomorrowland, the spectacular upgrade of the land that had not lived up to its potential when Disneyland opened 12 years earlier. Sadly, Walt Disney never saw the completion of New Tomorrowland, having died December 15, 1966.

Adventure Thru Inner Space occupied the space that previously housed the 20,000 Leagues Under the Sea walk-through and the Monsanto Hall of Chemistry.

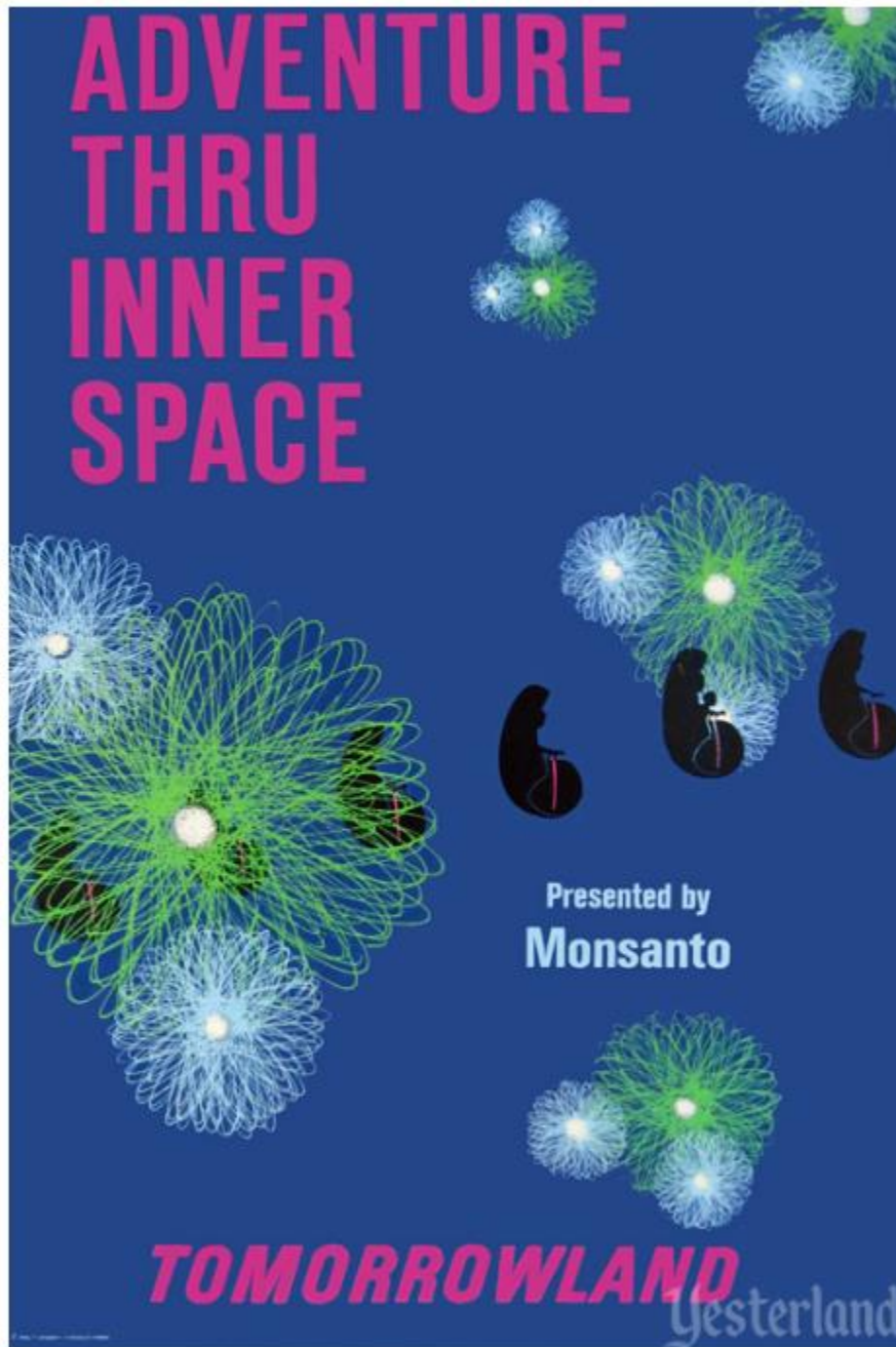


Two pages from *Your Guide to Disneyland, Summer 1967*

New Tomorrowland had six major new attractions. Four were open on or before July 2, 1967. Adventure Thru Inner Space was delayed, but it wasn't last. Flight to the Moon opened a week later on August 12, 1967.

Guests visiting that summer received Guide Books indicating Monsanto Magic Microscope as the attraction name. And Bell Telephone Circle-Vision 360 was listed simply as Bell Telephone Exhibit. Disneyland is more careful with nomenclature these days.





© Walt Disney Productions

Attraction poster with Atomobiles passing giant H<sub>2</sub>O molecules

The Atomobiles were revolutionary. The patented OmniMover ride system provided high capacity through continuous loading and the ability to direct guests' attention to specific parts of a show scene, while providing an experience that came across as personal. The Haunted Mansion opened two years later with the same ride system—and the same narrator (Paul Frees). Disney continues to use variations of the OmniMover system.

212,766

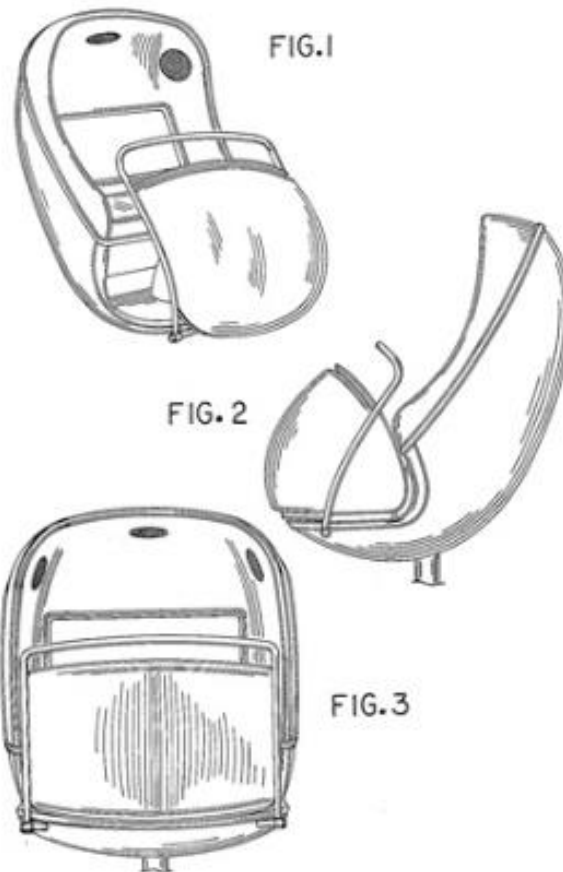
AMUSEMENT RIDE CAR

Robert H. Gurr, Newport Beach, Calif., assignor to  
Wed Enterprises, Inc., Glendale, Calif., a corpora-  
tion of California

Filed Nov. 6, 1967, Ser. No. 9,283

Term of patent 14 years

(Cl. D34-5)



Yesterland

Source: United States Patent and Trademark Office

U.S. Patent Office document D212766

FIG. 3

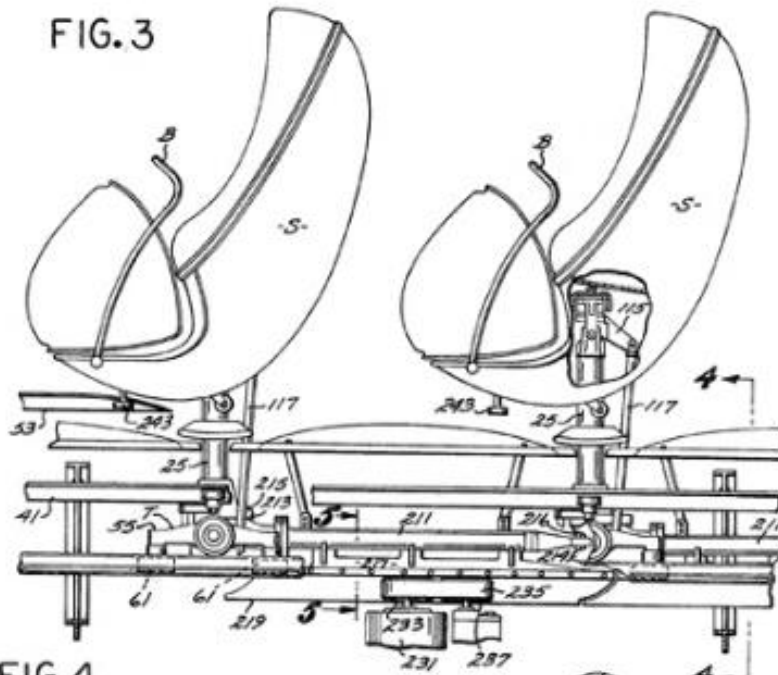
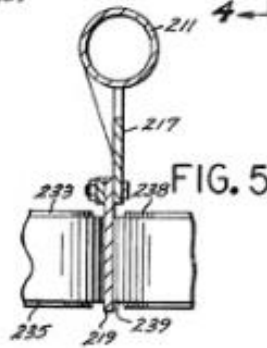
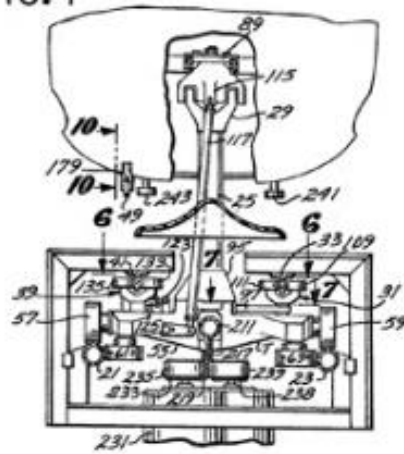


FIG. 4



INVENTOR  
ROGER E. BROGGIE  
BERT W. BRUNDAGE  
BY *Julius H. Patton, Arthur  
Coffey and Ufficht*  
ATTORNEYS

Yesterland

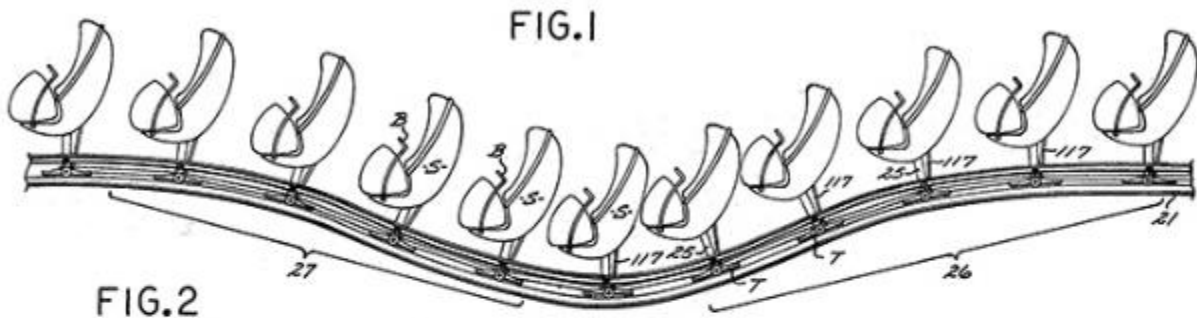


FIG. 1

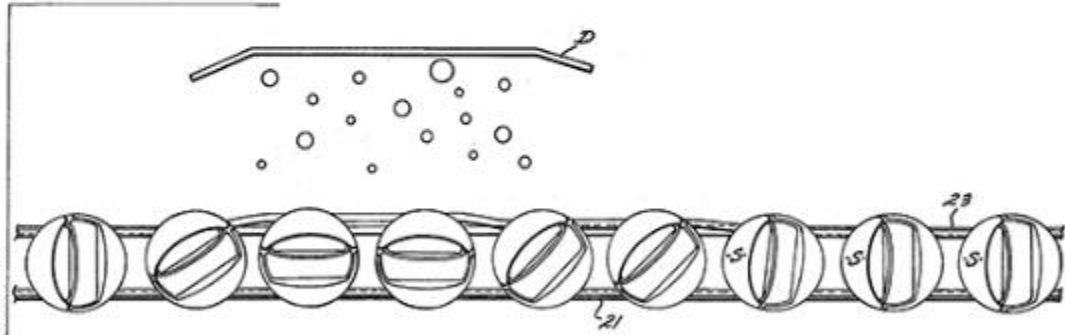


FIG. 2

ROGER E. BROCKIE  
 INVENTOR  
 ROBERT W. BRUNDAGE  
 BY *William R. Kiley*  
*Lawyer*  
 Attorney

Yesterland

Source: United States Patent and Trademark Office

Another drawing from U.S. Patent 003554130

In the era of attraction tickets, Adventure Thru Inner Space had the distinction of being an actual ride (not an exhibit or show) that didn't require a ticket. Initially, kids would ride it over and over—because they could. Disneyland solved this by adding a special Inner Space coupon to ticket books and general admissions for juniors (12 through 17) and children (3 thru 11), so it was still free for kids, but only once per park visit.

In 1972, Adventure Thru Inner Space became a ticketed attraction requiring a "C" ticket. Monsanto dropped its sponsorship in 1977, but the attraction continued to operate—just with references to Monsanto scraped from it.

Adventure Thru Inner Space closed September 2, 1985, after a run of 18 years. The space was needed for Star Tours (now Star Tours – The Adventures Continue).



Photo by Werner Weiss, 2004

*Star Tours*, as it looked in 2004



Photo by Allen Huffman, 2017

*Star Tours*, still with the sculpted exterior wall from *Adventure Thru Inner Space*

Both versions of Star Tours include a tribute to the Disneyland attraction they replaced. In the simulator film, just before the StarSpeeder emerges from the maintenance bay into space, the Mighty Microscope can be seen at the right.

# PEOPLEMOVER



Photo by Werner Weiss, 1974

Brightly colored PeopleMover trains

How about a leisurely, elevated 16-minute ride through Tomorrowland? Head over to the PeopleMover station on the second level of the landmark Rocket Jets tower in the heart of Tomorrowland. Unlike the free attractions sponsored by Monsanto, General Electric, and the Bell System, this Goodyear-sponsored attraction requires a "D" coupon. Sorry.

Take the moving ramp up to the PeopleMover loading area. Step onto the rotating loading platform. A friendly Cast Member directs you and up to three others in your party to an empty car in one of the 62 four-car trains.

Take a seat quickly. The PeopleMover trains never stop. The doors close automatically.

You're on your way.



Photo by Werner Weiss, 1995

The *PeopleMover* loading area from the ground level



Photo by Chris Bales, 1995

Loading on the second level of the *Rocket Jets* structure

Your PeopleMover train doesn't have a motor—the motors are on the track. This may sound like a joke, but it's true. Every nine feet or so, you'll pass over an electric motor turning a genuine Goodyear tire. The tires turn against the bottom of your vehicle, propelling you forward.

There are 517 of these motor-driven units on the 3/4-mile elevated "glideway." They range from 1/3 to 3 horsepower each because the "glideway" sometimes goes uphill or downhill. Your speed ranges from 1 1/2 to 7 m.p.h.

Take a good look the tile murals by artist Mary Blair on either side of your train. You get a perfect view from up here.

The first building the you enter houses Adventure Thru Inner Space, Presented by Monsanto. There's a great view of the queue and the Mighty Microscope, which initiates the shrinking process. Before you know it, you're looking down into the Character Shop. When you exit the building, look to your right for a view of the Tomorrowland Stage and to your left for a view of the Rocket Jets.



Photo by Werner Weiss, 1974

Mary Blair murals on both sides



Photo by Chris Bales, 1993

Provides shade for The Lunching Pad



You enter another pavilion. It's the General Electric Carousel of Progress, where you have a great view of "Progress City."  
The ride speeds up as you travel over the Tomorrowland Autopia and the Submarine Voyage.

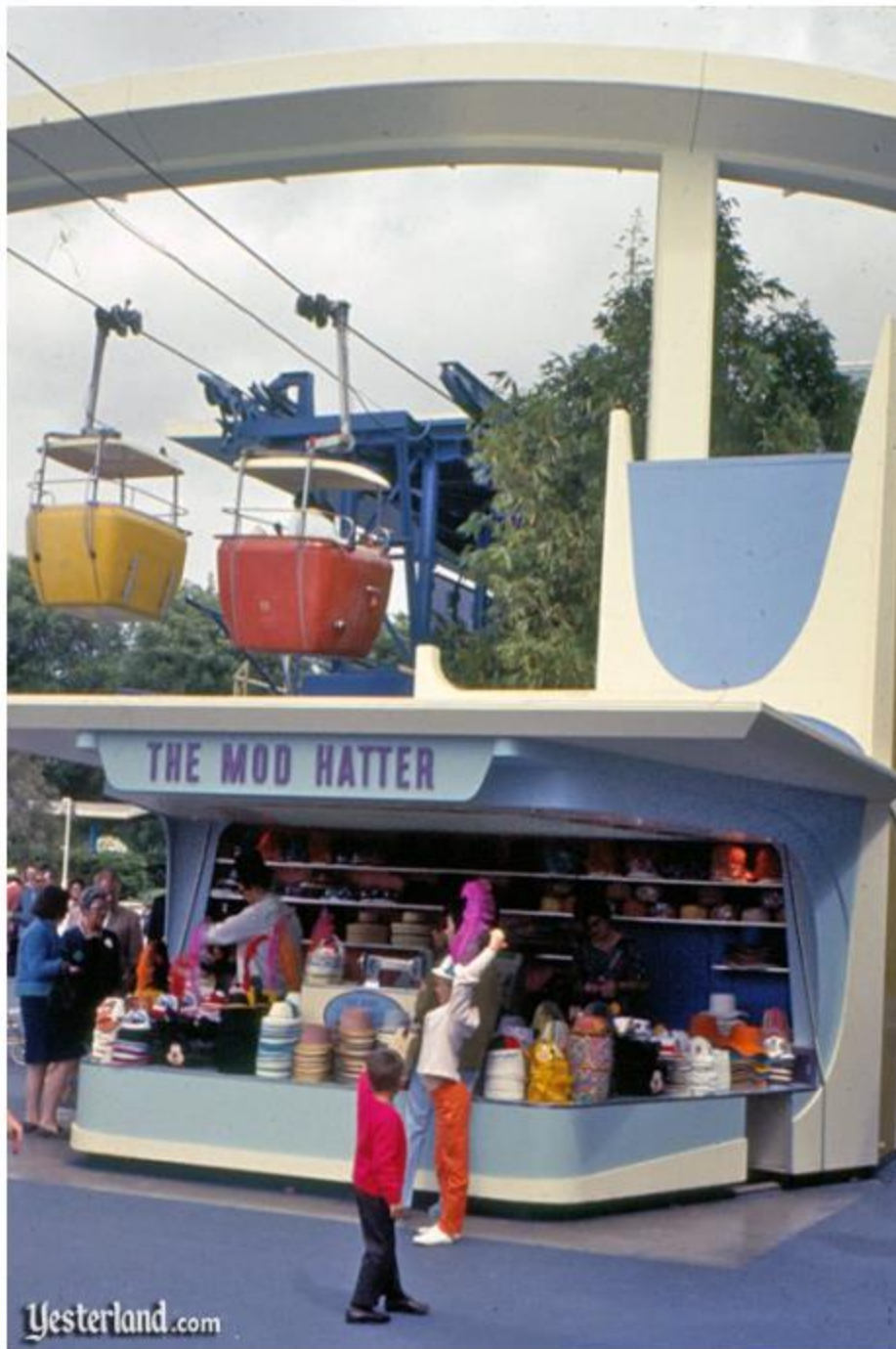


Photo by Roger J. Runck, 1968, courtesy of Robin Runck

*PeopleMover* track going **over** the *Skyway*!



Photo by Chris Bales

Moving faster above the *Tomorrowland Autopia*



Photo by Werner Weiss, 1969

Great view of the *Submarine Voyage* lagoon from the *PeopleMover*

The last pavilion you enter is America the Beautiful, Presented by the Bell System. You can't see into the CircleVision theater, but you get a good view of the colorful pre-show room.



Passing the Monorail station

Photo by Chris Bales, 1995

The PeopleMover is a high-capacity attraction. The hourly capacity is up to 4,885 guests!



Returning

Photo by Chris Bales, 1995

Finally, you head back into the PeopleMover Station.

The next time you're at Yesterland, ride the PeopleMover again. As Tomorrowland changes, so does this ride.



Photo by Bill Nelson, 1973

Entrance to Tomorrowland in 1973



Photo by Chris Bales, 1995

Entrance to Tomorrowland in 1995





"World of Tron"

Photo by Chris Bales, 1995

The PeopleMover closed for a lengthy upgrade on January 5, 1976. When it reopened on May 27, 1977, the ride went into the brand new thrill ride, Space Mountain. And on the upper level of the Carousel Theater, "Progress City" was gone. Instead of hugging the inside edge of the building, the track took a new route through the Superspeed Tunnel—wrap-around movie screens on which high-speed footage of race cars gave the illusion of speed.

The World of TRON, replaced the Superspeed Tunnel film on July 2, 1982. This time the illusion of speed came from a projected light cycle race.

The PeopleMover closed permanently on August 21, 1995.

In March 1996, Disneyland announced that the slow PeopleMover would be replaced by a new, fast attraction, Rocket Rods, as part of a complete renovation of Tomorrowland. (The Rocket Rods attraction didn't last long.)



Photo by Werner Weiss, 2007

Tomorrowland Transit Authority PeopleMover at Magic Kingdom Park

If you still want to take a ride on the PeopleMover, you might consider a trip to Walt Disney World. Although the vehicles and the means of propulsion are different, the California and Florida attractions shared the same name and provided a similar experience. In 1994, the PeopleMover in Florida was renamed to Tomorrowland Transit Authority. In August 2010, new signage included the Tomorrowland Transit Authority and PeopleMover, with PeopleMover as the primary name.

Instead of using Goodyear tires embedded in the track to propel the trains, the Florida ride uses linear induction. The cars don't have roofs. Instead, the entire track is roofed over. The track in Florida is entirely flat—not unlike the state itself.



Photo by Werner Weiss, 2009

*PeopleMover / Rocket Rods track in 2009*



Photo by Werner Weiss, 2015

### *PeopleMover / Rocket Rods track in 2015*

Will it ever be possible to ride the PeopleMover again at Disneyland? The track is still there. And Disneyland could use another high-capacity attraction, especially one that can be enjoyed over and over. Maybe the fact that the track was never removed means the door is open to a return of the PeopleMover some day.

Okay, it's unlikely—but at least it's more likely than the return of the Rocket Rods.



# CAROUSEL OF PROGRESS



Act 1: "Well, the robins are back. That's a sure sign of spring. What year is it? Oh, before the turn of the century. And believe me, things couldn't be any better than they are today."

Join everyone's favorite Audio-Animatronic family—Father, Mother, daughter Jane (and her unnamed brother), Grandma, Grandpa, and, of course, Cousin Orville—for a very entertaining and enlightening "spin" through time.

You enter your 240-seat theater section in the first of its six positions, while guests in five other sections enjoy other parts of the presentation. After several minutes, the theater rotates to another position. You'll stop for four theatrical acts. Your final stop is the Speedramp to Progress City. Go up the ramp to the incredible 6,900-square-foot model of Walt Disney's vision of the city of tomorrow. There, the show's dialog continues as lighting identifies various parts of Progress City. Let's "listen" to a brief excerpt from each act:

## Introduction

Father: "Welcome to the General Electric Carousel of Progress. Now most carousels just go 'round and 'round, without getting anywhere. But on this one, at every turn, we'll be making progress."

## Act 1 (just before 1900)

Mother: "But with my new wash-day marvel, it takes only five hours to do the wash. Imagine!"

Father: "That's right, folks. Now Mother has time for recreations like, uh..."

Mother: "Like canning, and polishing the stove?"

## Act 2 (twenty years later)

Father: "Well, the days of lugging heavy, hot irons from an old stove to an ironing board are gone forever. And with an electric iron and electric lights, Mother has something to do to fill in her evenings. Now it's no problem at all to get my collars smooth, right Mother?"

Mother: "Yes, dear."



Act 2: "Whew! Hottest summer we've had in years. Well, we've progressed a long way since the turn of the century, twenty years ago. But no one realized then that this would be the age of electricity. Everyone's using it... farmers, factories, whole towns!"

Act 3 (the 1940s)

Father: "Radios and automatic record players are now combined in one unit. And Grandma has a new hearing aid."

Grandma: "Hmmm?"

Father: "Nothing, Grandma."

Grandma: "Oh, I thought you said I had a new hearing aid."

Act 4 (some time beyond 1967)

Father: "Our television console is more than just a TV set. It has a built-in video tape recorder."

Mother: "Now we can record our favorite shows for viewing at a more convenient hour. And television programming is so much improved today."

Father: "What Mother means is, they're still shooting it out, but now it's in color."

Progress City

Mother: "Today our whole downtown is completely enclosed. Whatever the weather is outside, it's always dry and comfortable inside."

Father: "General Electric calls it a climate-controlled environment. But Mother calls it..."

Mother: "A sparkling jewel. Now far off to your right, we have a welcome neighbor..."

Father: "Our GE nuclear power plant, dear."



Act 3: "Well it's autumn again, and the kids are back in school. Thank goodness! Now we're in the frantic forties, and it's amazing how today's household appliances are helping to take over the hard work, like our new electric washing machine. It does about everything but hang up the clothes."

In the 1950s, Walt Disney developed a concept for an attraction showcasing progress in American homes as the centerpiece of Edison Square, a new "land" planned for Disneyland. Edison Square was to be the urban residential neighborhood adjacent to the commercial Main Street, USA. The site was directly behind the Plaza Inn (which was Swift's Red Wagon Inn back then), between Main Street and Tomorrowland. Guests would walk from theater to theater inside a horseshoe shaped structure, to experience:

- American home, pre-electricity
- American home, advent of electricity
- Contemporary living
- The electronic age

But Edison Square was never built.

By 1964, the concept had become Progressland, developed by Walt Disney for the General Electric pavilion at the New York World's Fair. Guests stayed in their seats as an outer ring of six theaters moved around a fixed, circular section. While guests were entering into one theater and exiting from another, guests in the other four theaters were watching the tireless Audio-Animatronic actors in the four acts of the show. It was a huge hit with audiences in 1964 and 1965.

When the Fair ended, Walt Disney had a perfect attraction to anchor Disneyland's planned New Tomorrowland. Sadly, Walt Disney died in December 1966. He never saw the July 1967 opening of Disneyland's New Tomorrowland with its transplanted General Electric Carousel of Progress.

In Disneyland, the show concluded with a fifth act on the upper level of the Carousel Theater, featuring the detailed model of Progress City. It was no secret that Walt Disney intended to build a similar city on land that he had secretly acquired in central Florida. Thus, Progress City would provide a preview of Walt Disney's vision for an Experimental Prototype Community of Tomorrow (EPCOT).

After running more than six years in Disneyland, the Carousel of Progress show closed permanently in 1973.

The Carousel Theater was possibly the most guest-friendly, efficient attraction mechanism ever. The six theater sections on the lower level served six audiences simultaneously, with a new show starting every four minutes. It was an ingenious way to offer a fairly long show in a small, intimate theater, yet with high capacity and quick load times. In comparison, a theater like the American Adventure at Epcot relies on one large theater—so if you miss a show, you'll have to wait a half hour for the next one.

From 1974 to 1988, the bottom level of the Carousel Theater at Disneyland housed America Sings. Again, Disney made use of the ingenious theater configuration. The upper level became the Super-speed Tunnel (and later the World of Tron) for the guests of the PeopleMover.

Then, for many years, the lower level served as office space.

As part of the 1998 renovation of Tomorrowland, the Carousel Theater building became the West Coast home of Epcot's Innoventions. This time there were no theaters. Innoventions is a two-story exhibit hall—but for some inexplicable reason, it still uses batch loading, and the outer core of the lower level still rotates.



The former Carousel Theater in Disneyland is now *Innoventions*.

In 1975, the Carousel of Progress show found a new home in the Magic Kingdom at Walt Disney World. In the move to Florida, the show lost its Progress City act and its original theme song. In 1985, General Electric dropped its sponsorship.

A 1994 renovation restored the original theme song and celebrated Walt Disney's personal role in the creation of this attraction. Not only were Acts 1, 2, and 3 nostalgic, the entire attraction was presented as a nostalgic tribute to Walt Disney. The show was even renamed to Walt Disney's Carousel of Progress. As they had done several times before, Disney's Imagineers updated Act 4 to show newly emerging technologies. (Grandma really seemed to enjoy her virtual reality helmet.) But there was no hiding that the flow of the show was suffering. When the show originally opened in New York, each new act represented a twenty year jump. But now, Act 4 represented a jump of almost 60 years to a different "turn of century."

On October 29, 2001, the Orlando Sentinel reported, "Carousel of Progress, which first appeared at the 1964 New York World's Fair, is now shuttered. Although there isn't a 'closed' sign on the futuristic building, the attraction has been taken

off Magic Kingdom guide maps and the daily bulletin board on Main Street.” It appeared that Walt Disney’s Carousel of Progress had welcomed its final audience—ironically just as Walt Disney World began the “100 Years of Magic” celebration, honoring Walt Disney one hundred years after his birth. However, during the 2001 holiday season, the Carousel of Progress reopened for a few weeks, closing once again in January 2002. The pattern repeated for peak periods in 2002 through 2006. So, for now, if you visit the Magic Kingdom during a busy season, there’s a good chance you’ll find the Carousel of Progress operating. Take advantage of the opportunity, because it’s likely that the Carousel of Progress will come to a permanent standstill one of these days.

You can still catch a glimpse of the Progress City model at Walt Disney World, even though it was never part of the Carousel of Progress show in Florida. A portion of the model is installed in the Stitch’s Great Escape! building. The only way to see it is to take the Tomorrowland Transit Authority. Unfortunately, you move by very quickly, so there’s almost no opportunity to examine the details and to think about Walt Disney’s EPCOT.

By the way, EPCOT was never built. Sure, EPCOT Center (now called Epcot), a delightful theme park, opened in 1982. But the real city of EPCOT that Walt Disney visualized never happened. However, The Walt Disney Company started (and sold off) a very different real city called Celebration, Florida.



Tomorrowland Transportation Authority narrator: “The Tomorrowland Metro Retro Historical Society presents Walt Disney’s twentieth century vision of the future. These models represent what Walt believed to be the perfect community in which to work, live, and play.”

#### General Electric Publicity Photos

In 1971, Dennis Caswell, a California teenager, wrote to the General Electric Company about the General Electric Carousel of Progress at Disneyland. General Electric mailed a portfolio of six black-and-white photographs to Dennis.

At Disneyland, the Carousel Theater was a two-level structure. On the lower level, an outer ring consisting of six theaters revolved around a core of stationary stages. The theaters made one sixth of a revolution after each act of the show. The upper level remained stationary. The former Carousel Theater is now Innoventions.



Carousel Theater



Act 1 (just before 1900)

The picture of Act 1, above, shows Father sitting in a kitchen without any electric appliances or electric lighting. As you look at the four pictures of Father on this page, take a look at how he's sitting in each act. Think about how sophisticated and revolutionary the audio-animatronic cast of the Carousel of Progress seemed to audiences in the 1960s.



Act 2 (twenty years later)

In Act 2, Father is again sitting in the kitchen—but now there are electric appliances and electric wires all over the place. When Father explains, “we can run as many wires as we need in any direction for mother’s new electrical servants,” the lights dim and the wires glow in bright colors.



Act 3 (the 1940s)

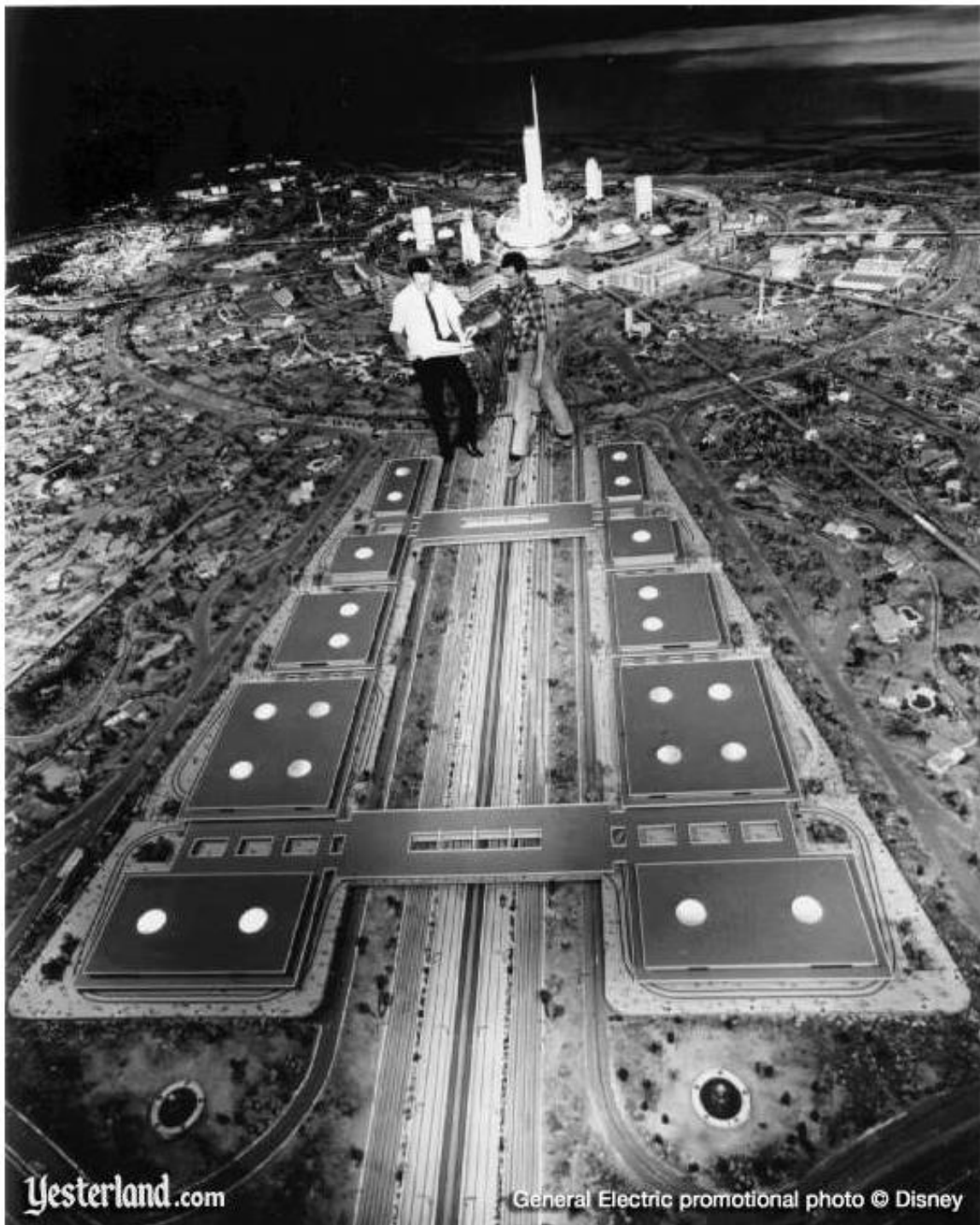
When Disneyland guests during the 1960s looked at the kitchen of the 1940s in Act 3, many of them saw a kitchen that looked much like what they had at home. The sponsor was making a not-so-subtle point that it was time to go to a General Electric appliance dealer.



Act 4 (some time beyond 1967)

If you've been to Walt Disney's Carousel of Progress at the Magic Kingdom in Florida, you'll notice that this picture of Act 4 and the current Act 4 in Florida have little in common except that it's Christmas time in both cases. The view of Progress City through the picture window is just a painted backdrop. When the attraction's guests arrived at the sixth position, a Speedramp took them up to the second level of the Carousel Theater to see to the spectacular model of Progress City—the final act of the Carousel of Progress at Disneyland.





Progress City

The Progress City publicity photo, above, is a bit puzzling. During the actual Carousel of Progress show, there were no human cast members walking around Progress City like super-Godzilla-sized monsters. The people in the publicity shot are probably there to provide a frame of reference to show off the vast size and scope of Progress City. When the attraction moved to Florida, this final act ceased to be part of the show.

The purpose of any publicity pictures is to make you want to see more. So now please visit the General Electric Carousel of Progress at Yesterland. Before you go, I have a secret—at least a secret if you don't read the fine print at the bottom of Yesterland's Carousel of Progress page. The pictures of Act 1, Act 2, and Act 3 on that page were taken at the Magic Kingdom in Florida because I didn't have any amateur photos of the Carousel of Progress at Disneyland. Act 1 and Act 2 are very similar to the publicity photos here, but Father in Act 3 is quite different. Take a look and you'll see what I mean.

# ROCKETJETS



The *Rocket Jets* fly through the blue sky of Tomorrowland.

The Rocket Jets are easy to find. As the focal point of Tomorrowland, they're centrally located. Walk under the PeopleMover track, as PeopleMover trains continually glide overhead. Walk past Adventure Thru Inner Space. Enjoy the huge tile murals by Mary Blair as you walk between them.

It's the Space Age. You can tell just by looking at the Rocket Jets, which radiate out from a rocket that would look at home on a NASA launchpad.



The Rocket Jets draw you into Tomorrowland.



Guests sit close together in the Rocket Jets.

Ready for a ride? Take a gantry elevator from ground level up to the loading area, just like an astronaut preparing for an Apollo launch. You're now high above the PeopleMover loading area.

Squeeze into an open rocket with a friend, date, family member, or spouse. The space is rather tight, and the seating is quite cozy.



*The Rocket Jets ride is even more thrilling at night.*

When the ride begins, use the lever to raise or lower your rocket. Because the rockets fly so high above Tomorrowland, the ride is surprisingly thrilling.

At Disneyland, the Rocket Jets circled above Tomorrowland from July 1967 until January 1997—almost 30 years.

The Rocket Jets attraction wasn't the first or the last rocket-themed spinner ride in Disneyland. The Rocket Jets replaced an earlier ride, the Astro-Jets, which opened in March 1956. Unlike the Rocket Jets, the Astro-Jets loaded at ground level, similar to Dumbo.

In 1998, Disneyland opened the third incarnation of this type of attraction, the visually stunning Astro Orbiter. The new version is reminiscent of brass astronomical models from centuries ago. The moving planets add to the fun of the ride. The location changed from the top of the PeopleMover platform to the entrance to Tomorrowland.

The Astro Orbiter looks great, but the ride's location so close to the Hub of Disneyland isn't so great. The Astro Orbiter is a bit overwhelming, compared to the entrances to Frontierland and Adventureland—especially at night, when it's all lit up. From some angles, it even detracts from Sleeping Beauty Castle.

Guests board the ride at ground level, so the ride no longer has the "high in the sky" thrill of the Rocket Jets. It's too bad that Disneyland can't have the best of both worlds—the visual exuberance of the Astro Orbiter, located high on the old elevated platform of the Rocket Jets.



The *Astro Orbiter* sits at the entrance to Disneyland's Tomorrowland (2004 photo).



The old *Rocket Jets* platform is now the home of the *Observatron*.

The old Rocket Jets structure had a new mission in 1998. The PeopleMover loading area became the Rocket Rods loading area. And on the level where the Rocket Jets had orbited the USA rocket, something called the Observatron appeared.

The Observatron is a kinetic sculpture with satellite dishes on arms. It's supposed to be a device that communicates with a distant home planet, although cynics have suggested it was just a way to recycle the remains of the old Rocket Jets ride. When it's operating (usually every 15 minutes), it spins like a spinner ride, with its arms moving around, its dishes changing their orientation, and music blaring—but hardly any guests notice that it's happening. It seems to be human nature that people tend not to look upward.

There's a spinner ride in the Tomorrowland (or Discoveryland in the case of Paris) section of each of Disney's five Magic Kingdom-style parks around the world. The rest of this article is a quick photo tour to look at the rest of them.



In Tomorrowland at Magic Kingdom Park in Florida, the *Astro Orbiter* is still up in the sky.

The Astro Orbiter (with an “e”) ride at Walt Disney World is also the result of a makeover of Tomorrowland—in this case, the New Tomorrowland of 1994. It's more colorful than its cousin in California, and still sits atop the PeopleMover (now Tomorrowland Transit Authority) platform in the heart of Tomorrowland.



The *Orbitron* is in Discoveryland at Disneyland Paris.

The Orbitron ride at Disneyland Paris will look familiar to anyone who has been to Disneyland in California since 1998. The ride sits at ground level. Its style is consistent with the rest of Discoveryland, which is a Tomorrowland as it might have been built in the 19th-century.



The *StarJets* ride at Tokyo Disneyland still has the NASA look.

Tokyo Disneyland never had a PeopleMover, but the *StarJets* ride is elevated anyway. It still looks as it did when the park opened in 1983, although that's likely to change when Tokyo Disneyland eventually get a major makeover of Tomorrowland. The rockets are shaped differently to allow side-by-side seating, rather than the tandem seating in bullet-shaped rockets.



The *Orbitron* at Hong Kong Disneyland.

We conclude this global tour with the newest version of a Tomorrowland spinner ride. The *Orbitron* at Hong Kong Disneyland has round flying saucers rather than rockets. This allows two rows of side-by-side seating, which increases the capacity of the ride. That's important in a park with so few attractions.

## TOMORROWLAND STAGE



“If your excitement is musical entertainment, you’ll be excited indeed.”

Catch a show at this popular outdoor venue, located between the Carousel of Progress and the Character Shop. Depending when you come, you might see:

- Top-name (well, almost top-name) recording stars, performing two concerts nightly
- A fast-paced revue with a full pit orchestra
- “Country Music Jubilee” on Sunday nights
- “Show Me America”—a musical-comedy extravaganza
- Afternoon shows, featuring the Kids of the Kingdom

Star attractions are typically booked for two-week programs. Enjoy acts such as Peter Noone (of Herman's Hermits) or Harper's Bizaare and their hit single “The 59th Street Bridge Song” (better known as “Feelin’ Groovy”).

The Tomorrowland Stage became part of Disneyland in 1967, occupying the space that had previously been home to the Flying Saucers.

With the 1977 opening of Space Mountain, the Space Stage replaced the Tomorrowland Stage. The Space Stage was built into the base of Space Mountain, and had a more permanent appearance than the Tomorrowland Stage.

In 1985, construction began on the indoor Magic Eye Theater for “Captain EO,” starring Michael Jackson in 3-D, on the site of the outdoor Space Stage. (The Captain is now in Yesterland too.)

Disneyland needed a new home for live entertainment. The result was Videopolis, a new state-of-the-art outdoor stage and dance floor near It's a Small World. Today, Videopolis has a new name; it's the Fantasyland Theater—not to be confused with the Fantasyland Theater.



## COCA-COLA TERRACE STAGE



Photo by Bill Nelson, 1969

“The upbeat sounds of today” at Tomorrowland Terrace

What’s that futuristic, white planter doing? It’s rising! There’s a bandshell under that planter, with a rock band playing on it. The planter is now on the roof of the bandshell. Cool!

If it’s daytime, grab a Coca-Cola and a burger, and sit at a table in front of the bandshell. Nearby, the PeopleMover and Rocket Jets create a lively atmosphere.

Come back at night, when the tables on the floor are gone, forming a dance floor.



Photo by Roger J. Runck, 1968, courtesy of Robin Runck

Tables by day, dance floor at night



Frank T. Taylor, courtesy of Chris Taylor

Where else can you enjoy performances by the Entertainment Committee?

At Disneyland, Coca-Cola Tomorrowland Terrace and its amazing bandshell debuted as part of the 1967 “New Tomorrowland.” The space-age bandshell ascended to reveal bands and descended to turn back into a stylish planter with fresh flowers growing from huge bowls.

The design by Disney Imagineering Legend Rolly Crump was Mid-Century Modernism at its finest. It managed to be playful, futuristic, and cool—yet somehow elegant. Perfect for this Tomorrowland with an optimistic view of the future!

The bands that played there had names such as Sunshine Balloon, Lazer, Polo, Krash, Sound Castle Ltd., and Voyager. They were usually cover bands. Many were quite good—and they tended to be quite loud.

The bandshell still ascends and descends, almost 50 years after the structure debuted. But the original Rolly Crump planter has long been gone. It began with special toppers for Disneyland anniversaries.



Photo by Chris Bales, 1990

Topper for Disneyland's 35th Anniversary, 1990



Photo by Chris Bales, 1995

Topper for Disneyland's 40th Anniversary, 1995



Coca Cola Tomorrowland Terrace, 1996

Photo by Chris Bales, 1996

In the latter half of the 1990s, the executives who ran Disneyland decided it was time to move forward with long-delayed plans for a massive makeover of Tomorrowland. The real problem was that Tomorrowland had so many shuttered attractions—America Sings (closed 1988), Mission to Mars (closed 1992), the Skyway to Fantasyland (closed 1994), and the PeopleMover (closed 1995)—that had not been replaced.

Unfortunately, the Tomorrowland 1998 makeover stressed style over substance—and the style involved decorating existing buildings in shades of brown, bronze, and gold, with dark color accents. The design was supposed to draw upon the visions of Jules Verne and Leonardo da Vinci, with a dose of Buck Rogers thrown in.

Clearly, a gleaming, white Tomorrowland Terrace bandshell would not be welcome in a Tomorrowland dominated by dark, muddy shades.



1998 version of the Tomorrowland Terrace bandshell in the "down" position

Photo by Chris Bales, 1996

When the new “New Tomorrowland” opened in May 1998, Tomorrowland Terrace was still there. But the white walls of the Tomorrowland Terrace restaurant gave way to the 1998 Tomorrowland color scheme. The ascending bandshell survived, although its appearance changed substantially. A 19th-century, retro-futuristic sculpture replaced the space age planters on the roof. There was no room for white on the new color palette.

Coca-Cola no longer sponsored Tomorrowland Terrace. The new focus for Coca-Cola was the Moonliner at “The Spirit of Refreshment hosted by Coca-Cola,” near Redd Rockett’s Pizza Port. The Moonliner looked like the old Moonliner at Rocket to the Moon, although the newer one was only about two thirds as tall. Below the Moonliner, guests could buy bottles of Coca-Cola, which were “launched” like a rocket and caught by a cast member.

The 1998 version of the bandshell only lasted a few years. Then came Club Buzz.



Photo by Allen Huffman, 2001

Club Buzz bandshell in the “down” position, 2001

Tomorrowland Terrace—the whole restaurant, not just the bandshell—became “Club Buzz - Lightyear’s Above the Rest.”

Maybe Club Buzz looked good on paper. It even had an homage to the House of the Future. In reality, it had neither the elegance and style of the original Tomorrowland Terrace planters, nor the joy and charm of Toy Story and Toy Story 2—the Disney/Pixar features that inspired Club Buzz.



Photo by Allen Huffman, 2004

### Club Buzz stage rising

In addition to being a venue for cover bands and other musical acts, Club Buzz was the home of an interactive show for children, Calling All Space Scouts... A Buzz Lightyear Adventure.

Toward the end of 2006, something amazing happened. Club Buzz once again became Tomorrowland Terrace; the Club Buzz decorations were removed from the bandshell; it received a new top that evoked the original 1967 design. It wasn't the same as the original design, but there was a strong family resemblance.

In preparation for the 50th anniversary of Disneyland a couple of years earlier, much of Tomorrowland had already been redecorated in clean shades of white, blue, and silver. With the new stylish planters of late 2006, the magic of the Tomorrowland Terrace bandstand returned.



Photo by Werner Weiss, 2013

Tomorrowland Terrace again



Photo by Chris Bales, 2015

Jedi Training Academy at Tomorrowland Terrace, March 2015



Photo by Chris Bales, 2015

Bandshell in the down position, March 2015

By the way, "Terrace" is a popular name for restaurants at Disneyland. There's not just Tomorrowland Terrace. In Frontierland, you'll find River Belle Terrace, which used to be called the Magnolia Tree Terrace. And the Tahitian Terrace was a popular spot for South Seas food and entertainment from 1962 until 1993. And let's not forget Tangaroa Terrace at the Disneyland Hotel.



## ALPINE GARDENS

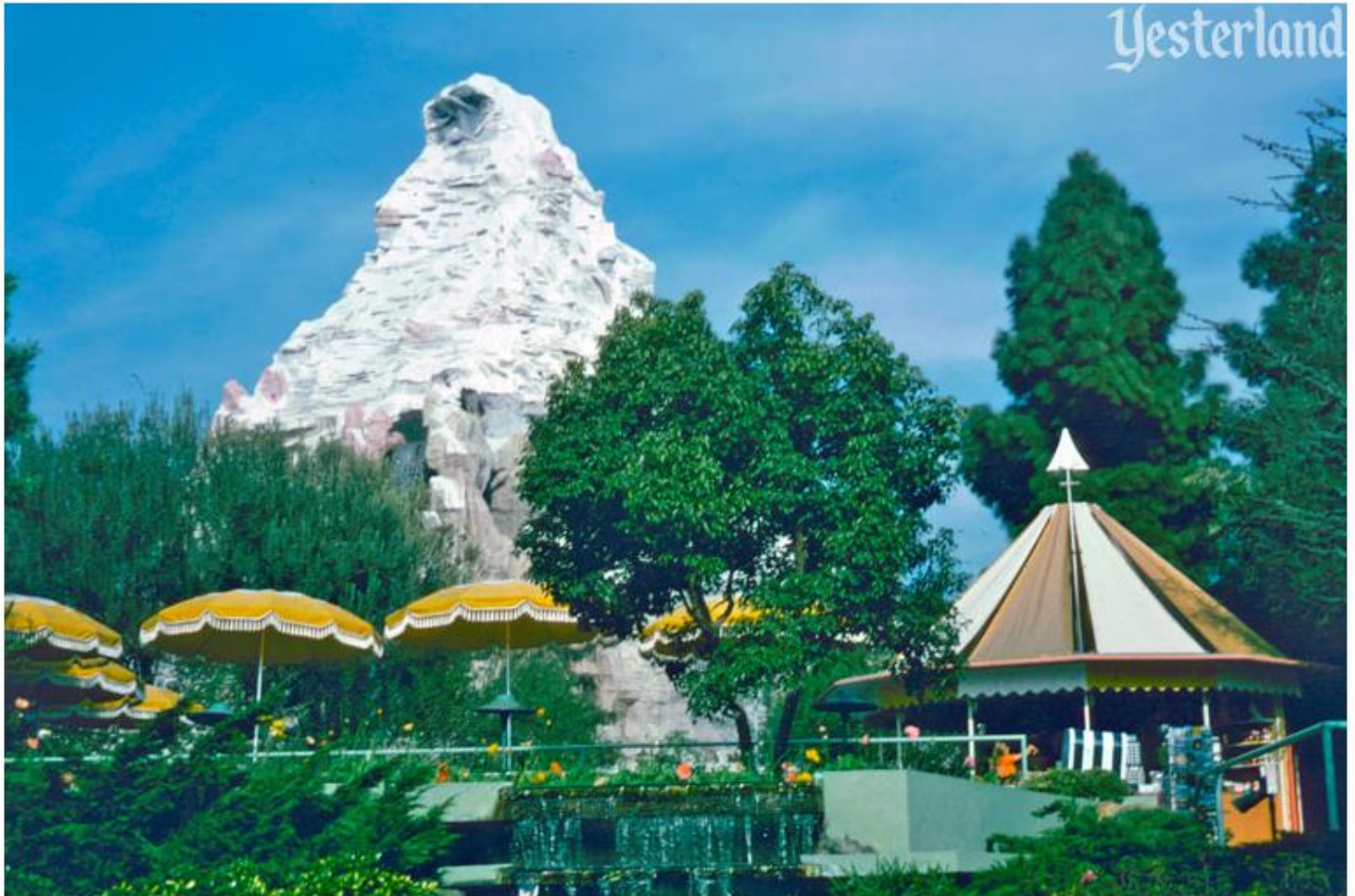


Photo by Werner Weiss, 1975

### Alpine Gardens

Welcome to Alpine Gardens, a quiet corner of Yesterland. Bring some food from one of the nearby counters and sit at a table under a bright yellow umbrella.

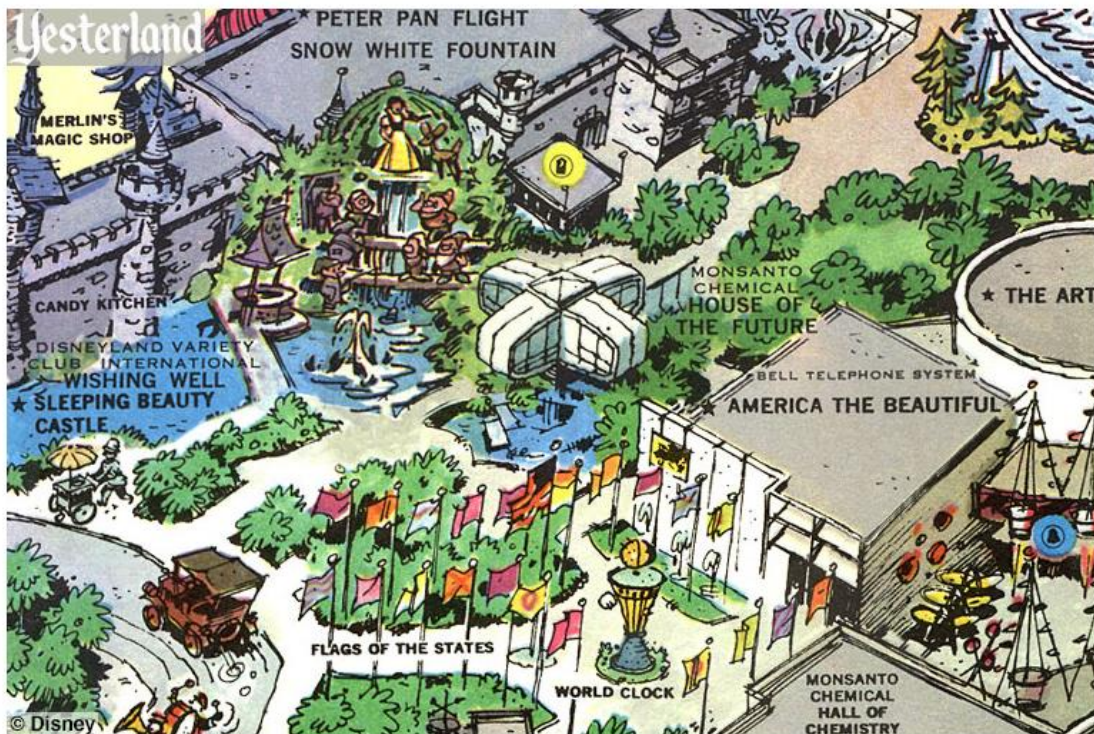
According to your park guide booklet, the name of the souvenir stand here is Souvenir Stand, offering “a large selection of Disneyland mementos.”

Buy some postcards and stamps. Sit at a table and write to family and friends back home. It’s the next best thing for quick photo-and-text communications until smartphones are invented in the future.

Alpine Gardens was a feature of Disneyland for almost 30 years—from 1967 to 1996.

The area had previously been the site of the Monsanto House of the Future, promoting residential life surrounded by synthetic materials and innovative technology.

By 1967, the vision of tomorrow from ten years earlier already seemed more like a throwback to yesterday. Its sponsor, Monsanto, opened Adventure Thru Inner Space. Although both Monsanto attractions would operate that summer, only one had a future.



Snippet from souvenir map by artist Sam McKim © 1964 Walt Disney Productions

House of the Future on 1964 Disneyland souvenir map



Snippet from souvenir map by artist Sam McKim © 1968 Walt Disney Productions

Alpine Gardens on 1968 Disneyland souvenir map

Later in 1967, the showcase house disappeared—but not the ponds, waterfalls, paths, patios, trees, and flowerbeds that surrounded it. Even the concrete foundation of the cantilevered plastic house stayed behind. The grounds were dubbed Alpine Gardens for their proximity to the Matterhorn.

A round, canvas-topped structure from the final period of the House of the Future became an outdoor souvenir and snack counter; its name appeared on maps and souvenir guides as “Souvenirs” or “Souvenir Stand.” What a generic name for a shop! In the 1980s, the stand’s name changed to Alpine Gardens, matching its location.



Photo by Werner Weiss, 2010

### Underwater light show in a pond at the former Alpine Gardens

A new generation of Disneyland guests knew Alpine Gardens only as a quiet corner of Tomorrowland where very little happened. Sometimes Disney characters would visit; Snow White and the Seven Dwarfs were a good fit, given the nearby wishing well. Santa Claus might be there during the Holidays.

In the early 1970s, plans called for a 750-seat theater-in-the-round restaurant at Alpine Gardens. No sponsor signed on, so it was never built.

Occasionally, Alpine Gardens would be used for an event, such as an appearance by Muhammad Ali to “personally sign Genuine Collector Series figurines” on July 2, 1991.

In 1996, Alpine Gardens became Triton’s Garden. The canvas-topped souvenir stand lasted until the following year, when a turntable clamshell throne for Ariel’s meet-and-greet replaced it.

With the Little Mermaid theme, the gardens officially moved from Tomorrowland to Fantasyland. (There would be another Fantasyland annexation into the Hub area when Fantasy Faire replaced Carnation Plaza Gardens in 2013.)

In 2008, Triton’s Garden became Pixie Hollow, where the official Disneyland website invites guests to “meet Tinker Bell and her fairy friends at this secret forest hideaway located in Fantasyland.”



Photo by Werner Weiss, 2013

Pixie Hollow in 2013



Photo by Werner Weiss, 2015

Former Alpine Gardens in 2015

The gardens really had become a forest, as the trees continued to grow. Walt Disney was right (as usual) when he said of Disneyland, "Not only can I add things, but even the trees will keep growing. The thing will get more beautiful every year."

If you look through the bushes as you enter Pixie Hollow, you can still see a remnant of the House of the Future...



Photo by Werner Weiss, 2015

### Foundation of the Monsanto House of the Future

Yes, the concrete foundation that once supported the futuristic residence is still there.

If The Walt Disney Company ever wants to bring back the House of the Future, there's still a perfect place to put it.

## AMERICA SINGS



Photo by Werner Weiss, 1974

Look for the circular building with the red, white, and blue paint scheme. It's the Carousel Theater, home of America Sings. Although it's a two-level building, America Sings only uses the lower floor. PeopleMover trains pass through the SuperSpeed Tunnel on the upper floor.

Get ready for a nostalgic and patriotic salute to American music.



Photo by Chris Bales

Red, white, and blue Carousel Theater



Photo by Chris Bales

Up the ramp to America Sings

Enter one of six identical theaters and have a seat. Prepare to meet Sam the Eagle.

When you hear the name Sam the Eagle, the first line to pop into your head might be, "a salute to all nations, but mostly America." But that's a different Sam the Eagle, and that line is from MuppetVision 3-D.



Photo by Bryan Curtis, 1985

Sam the Eagle and Ollie the Owl

Sam the Eagle in America Sings, voiced by Burl Ives, is an entirely different character, despite sharing the name with the Muppet.

Sam the Eagle and his sidekick, an owl named Ollie, provide a prologue when the theater doors close. They continue to be your hosts as your theater rotates around a central core in six steps. To the tune of "Yankee Doodle," Sam introduces four big musical acts while your theater is moving. When the movement stops, the acts begin.



Photo by Werner Weiss, 1974

The Swamp Boys singing "Polly Wolly Doodle"

The first big act takes place in a swamp in the Deep South...

- A quartet of geese sings a medley of "Dixie," "Li'l Liza Jane," and "Camptown Races."
- A basset hound rocks in his rocking chair, as a chorus sings "My Old Kentucky Home."
- The Swamp Boys—three alligators, three frogs and a harmonica-playing raccoon—perform "Polly Wolly Doodle."
- An overworked mother possum sings "Lord I Wish I Was a Single Girl Again."
- Sitting next to a bubbling still, a coyote sings "The Birmingham Jail," as a jail cell rises behind him.
- Foxes, hens, and the frogs finish the act with a rousing rendition of "Down By the Riverside."



Photo by Werner Weiss, 1974

Denizens of the swamp singing "Down by the Riverside"





Photo by Werner Weiss, 1974

The geese singing "I've Been Working on the Railroad"

The second big act is set on a moonlit plain of the Old West...

- The quartet of geese returns with a medley of "Drill, Ye Tarriers, Drill," "I've Been Working on the Railroad," and "Fireball Mail."
- A scraggly turkey, Saddlesore Swanson, sings "The Old Chisholm Trail."
- A dog wearing a sombrero and sitting on a donkey performs "Who Shot That Hole in My Sombrero?"
- Two vultures dressed as undertakers, the Boothill Boys, deliver "The Tail End of Billy the Kid."
- A guitar-playing dog finishes the set by crooning "Home on the Range," as little critters appear around him.



Photo by Werner Weiss, 1974

Saddlesore Swanson singing "The Old Chisholm Trail"



Ta-ra-ra Boom-de-ay!

Photo by Werner Weiss, 1974

The third big act is performed in a Gay Nineties (1890s) ballroom...

- The geese are back, now all holding mugs of beer, to sing a medley of "She May Be Somebody's Mother," "The Bowery," and "After the Ball is Over."
- An off-stage tenor and a mother rabbit sing "Where is my Wandering Boy Tonight?"
- A pink pig in a pink dress belts out "Won't You Come Home Bill Bailey?"
- An inebriated goose named Blossom-Nose Murphy sings "Sweet Adeline," with the quartet of geese joining in.
- An old gray mare driving a car sings "The Old Gray Mare."
- A bird in a gilded cage and a fox sing "I'm Only a Bird in a Gilded Cage."
- Storks on old-fashioned bicycles, dancing-girl geese, a pig, the bird in the gilded cage and the fox sing the set's finale, "Ta-ra-ra Boom-de-ay."



Photo by Marion Caswell, 1975, courtesy Dennis Caswell

The old gray mare, she ain't what she used to be

The final big act takes place in a back alley of a twentieth-century city...

- The quartet of geese performs a medley of “Ja-Da,” “At the Darktown Strutters’ Ball” and “Singin’ in the Rain.”
- Entering the stage in a car, four jitterbug-era college students—the boys are a fox and a wolf, and the girls are cats—sing “A-Tisket, A-Tasket” and “Boo Hoo.”
- A pig playing jazz piano sings “Beat Me Daddy, Eight to the Bar.”
- A rock-n-roll band—a crane and a rooster, with a porcupine as the drummer—performs “Hound Dog,” an alligator joins in for “See You Later Alligator.”
- A rooster and a frog perform “Shake, Rattle, and Roll.”
- Two storks on a motorcycle sing “Twistin’ USA.”
- For the grand finale, most of the scene’s cast performs “Joy to the World” (the Three Dog Night song, not the Christmas carol).



Public domain photo by Albaum from Wikimedia Commons

The red, white, and blue Carousel Theater, home of *America Sings*

After reprising “Yankee Doodle” one last time, Sam the Eagle urges you and everyone else in the audience to join in for “Auld Lang Syne.” You’re back in a simple theater that looks similar to the one you first entered, but it’s actually the exit theater. The show is over. Exit from the Carousel Theater to sounds of a jazzy version of “Stars and Stripes Forever.”

America Sings opened at Disneyland on June 29, 1974. It replaced the General Electric Carousel of Progress in Tomorrowland’s Carousel Theater, after the Carousel of Progress moved to Tomorrowland at Walt Disney World’s Magic Kingdom.

America Sings was a fast-moving, entertaining show for all ages—a worthy 1970s-American-Bicentennial-era successor to the Carousel of Progress, which had so amazed audiences in the 1960s. America Sings used clever theatrical techniques to make the performers appear on the stage, such as having characters rise up into view on one side of the stage while lighting directed the audience’s attention to the other side of the stage.

The Enchanted Tiki Room and the Country Bear Jamboree had introduced the concept of the Audio-Animatronic musical revue, but America Sings took the concept to a new level.

The Carousel Theater was a brilliant way to present a show. It provided a huge hourly capacity, yet with intimate theaters that allowed everyone to be close to the stage. Instead of the long waits between the shows of a conventional batch-loading theater, a new show could begin in the Carousel Theater every few minutes.

After a run of almost 14 years—twice as long as the Carousel Theater's previous show—America Sings closed permanently April 10, 1988.



Photo by Chris Bales, 1989

Brand new attraction is coming!

After America Sings closed, a sign on the Carousel Theater promised that a new attraction was in the works. Whatever creative ideas the Imagineers in Glendale had for the space at that time, those ideas never made it to Anaheim.



Photo by Chris Bales

Boarded-up ground floor

For many years, the Carousel Theater was used as office space. The imposing, round building occupied a prime location in Tomorrowland, making it painfully obvious to guests that this was a shuttered attraction. To make matters worse, the adjacent Mission to Mars closed in November 1992 and Skyway to Fantasyland closed in November 1994. This corner of Tomorrowland had become the Disneyland equivalent of a boarded-up downtown block.



Homage to *America Sings* in *Innoventions*

Photo by Werner Weiss, 2010

Finally, in 1996, construction began to convert the Carousel Theater into a new attraction. Innoventions, a collection of technology exhibits, opened July 3, 1998. Unfortunately, the Carousel Theater had been gutted. When Innoventions opened, guests still had to wait for doors that only opened for a short time every few minutes. But they were no longer entering a theater section. Instead, guests entered a two-level exhibit building with a lower floor that rotated for no particular reason (except to vary which exhibit a guest initially entered).

Disneyland's Innoventions closed March 31, 2015. The next use for the former Carousel Theater was Star Wars Launch Bay, which opened November 16, 2015, with exhibits and character meet-and-greets from *Star Wars: The Force Awakens*.



*America Sings?* No, *Splash Mountain*

Photo by Allen Huffman, 2009

Do the frogs, chickens, and foxes from America Sings look strangely familiar? They should, if you've ridden Disneyland's Splash Mountain. In 1989, almost all the critters from America Sings took up residence at Splash Mountain. They fit right in with the characters from Walt Disney's 1946 classic, Song of the South—as if they had been part of the movie.

The common denominator was Disney Legend Marc Davis, who designed the characters for Song of the South and America Sings.



Photo by Allen Huffman, 2009

Same alligators



Photo by Allen Huffman, 2009

Zip-A-Dee Lady riverboat

The characters that did not readily fit in with the scenes inspired by Song of the South perform on a showboat after the final drop. But not all the characters made the move to Critter Country...

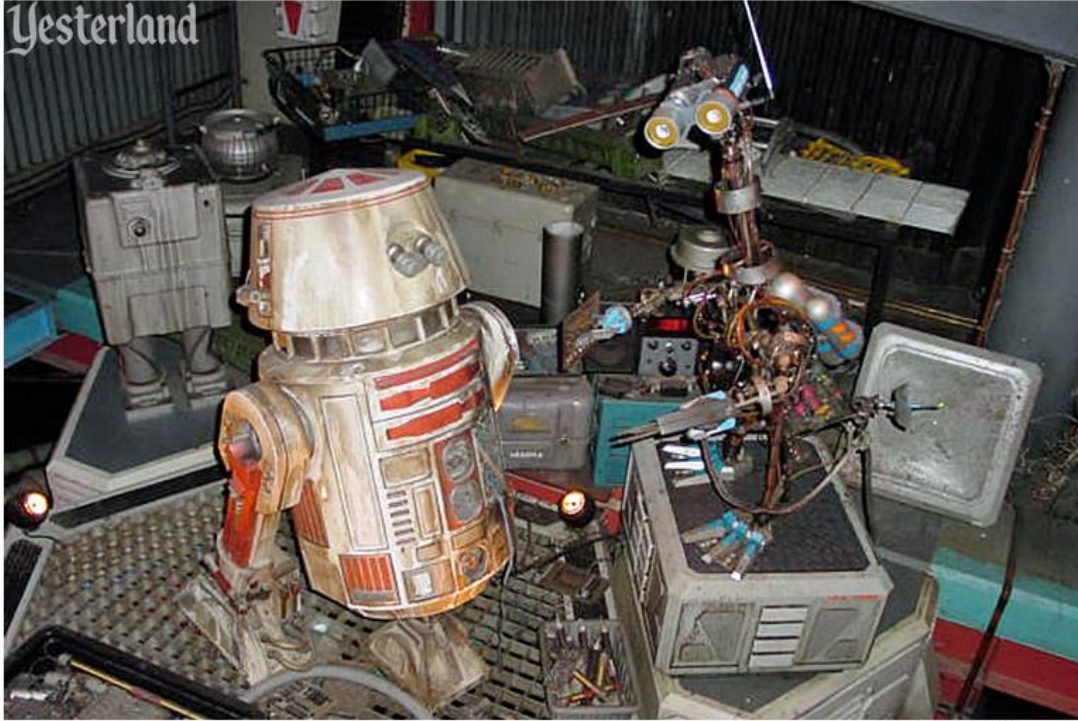


Photo by Allen Huffman, 2000

A former *America Sings* goose working in *Star Tours*

A couple of geese from *America Sings* stayed in Tomorrowland. These geese didn't even wait for *America Sings* to close before becoming long-necked robots in queue for *Star Tours* (1987).

In the first two acts, the Geese Quartet became the Geese Trio.

# STARCADE



“The world’s best video games await you at Starcade. From the classics to the newest state-of-the-art technologies, there’s something here for every game-lover!” — Disneyland website, 2001

You’re visiting Yesterland Park. The time is after all-inclusive Passports completely replaced ticket books in 1982. Once you’ve paid the gate admission, all rides, shows, and other attractions are yours to enjoy at no additional cost.

Well, almost...

You still have to pay for the Frontierland Shooting Gallery. If the Big Game Safari Shooting Gallery were still around, you would still have to pay for it too—but it disappeared at the beginning of 1982.

And then there’s this place—Starcade. Your guidemap promises “two floors of the most popular video games” and calls it “a stellar experience.” Be prepared to stick dollar bills into coin change machines.



Entrance





Photo by Werner Weiss, 1996

Point Blank by Namco: Shoot a pink gun at criminals, fluffy yellow birds, and more.



Photo by Allen Huffman, 2004

Buzzy Buzzy: Catch bees (striped yellow-and-black balls) floating around in the air.



Photo by Allen Huffman, 2005

MoCap Boxing by Konami: Use red plastic "boxing gloves" to throw punches.



Photo by Allen Huffman, 2005

Fun for all ages



Photo by Allen Huffman, 2005

Admire the orange tile floor



Photo by Allen Huffman, 2004

Tokyo Wars by Namco: Two-person (competitive) tank combat simulator



Photo by Allen Huffman, 2005

Landing High Japan by Taitco: Pilot your airliner to take off from and land at Japanese airports.



Photo by Allen Huffman, 2005

Ramp to the second level in the background



Photo by Allen Huffman, 2005

Why is nobody on the Speedramps?



Photo by Chris Bales, 2007

Because they're blocked.



Photo by Allen Huffman, 2005

X-wing Starfighter hanging above the Speedramps



Photo by Chris Bales, 2007

A closer look at the X-wing Starfighter

And what location would you prefer? A space in a suburban mall next to a Montgomery Ward store? Or two grand levels with orange tile floors and a skylight with an X-wing Starfighter—all within the futuristic excitement of Tomorrowland?

Starcade opened at Disneyland on May 4, 1977.

It had been almost ten years since New Tomorrowland opened with such features as Monsanto's Adventure Thru Inner Space, Goodyear's PeopleMover, General Electric's Carousel of Progress, Rocket Jets high atop the PeopleMover loading platform, the Tomorrowland Stage, and tile murals by Mary Blair.

Starcade was part of the new Space Mountain complex—essentially New Tomorrowland, Part 2. On the same day that Starcade opened, Disneyland's version of Space Mountain premiered. Space Stage, a 1000-seat amphitheater, replaced the Tomorrowland Stage. And The Space Place, a 670-seat counter-service restaurant, began feeding hungry guests. By the end of the month, the PeopleMover returned with the Superspeed Tunnel (but not yet with Tron footage) and a realigned track.

The timing was right for Starcade. It was the Golden Age of commercially successful arcade video games. Popular machines before and after the opening of Starcade included "Pong" (1972), "Tank" (1974), "Anti-Aircraft" (1975), "Space Invaders" (1978), "Galaxian" (1979), "Lunar Lander" (1979), "Asteroids" (1979), "Pac-Man" (1980), "Donkey Kong" (1981), "Frogger" (1981), and "Ms. Pac-Man" (1982).

1977 was also the year when Atari founder Nolan Bushnell launched Chuck E. Cheese's Pizza—where pizza was secondary to arcade video games.

In fact, there were plenty of other places to drop quarters into video games. They could be found at almost every shopping mall. But few arcades could match Starcade for size and variety.

"Arcade games were everywhere. Every convenience store or grocery store seemed to have one or two," observed Allen Huffman, the photographer of many of the photos in this Yesterland article. "When all those locations in malls closed—with the ones remaining evolving into ticket-issuing redemption games—Starcade remained. It survived well after the local arcades were around."



Photo by Allen Huffman, 2009

Starcade in 2009, almost a decade after the 1998 makeover of Tomorrowland

Yes, Starcade was a survivor. But not all of it. The second floor was the first part to go, some time during the 1990s.

The oldest photos in this article are from 1996. By then, the heyday of Starcade and of video arcades elsewhere was already in the past.

After the exterior Speedramp escalators for the Space Mountain queue disappeared in 1997, the interior Speedramp escalators in the Starcade temporarily took on that role.

In the years that followed, the second level of Starcade was used as meeting space and storage space. The Speedramp escalators were blocked by temporary barriers.

From time to time, newer games would replace some of the older games on the ground floor. The popularity of classic games had a resurgence, despite their primitive graphics, compared to newer games.

Since the end of 2007, Starcade has sometimes been used for temporary movie promotions, sometimes as retail space, and sometimes just shuttered.



Photo by Werner Weiss, 2013

Star Trader merchandise overflowing into Starcade



Photo by Werner Weiss, 2013

A few vintage arcade games at the bottom of the blocked Speedramps



Photo by Werner Weiss, 2013

How many games does it take to make a store an arcade?

In late 2012, Starcade was the perfect setting for the arcade world of Disney's animated feature *Wreck-It Ralph* (2012). Ralph and Vanellope greeted guests. Nearby, guests could play classic arcade games from the era when Starcade was new. There were "Fix-It Felix, Jr." arcade games, based on the movie.

In 2013, Ralph and Vanellope moved out. Merchandise moved in. Some of the arcade games remained.

In late 2014, Baymax and Hiro from *Big Hero 6* (2014) moved in. Starcade became their San Fransokyo workshop. The following year, an elaborate display for Tomorrowland—the 2015 movie, not the theme park land—took up temporary residence.



Photo by Werner Weiss, 2015

Closed permanently in 2015?

Usually, Yesterland attractions have an official closing date. But not Starcade.

Technically, Starcade hasn't really "gone to Yesterland" at all. The online version (at the Disney D23 website) of Dave Smith's *Disney A to Z*—the definitive resource for official opening and closing dates—has an opening date but no closing date, at least as of March 2017.



Photo by Chris Bales, 2017

### *Starcade during Annual Passholder Days, 2017*

From February 10 through March 9, 2017, Starcade served as the AP Welcome Center for Disneyland Annual Passholders, with retro character experiences, exclusive AP Days merchandise, and paper crafts for the family.

Instead of closing, the once popular arcade has faded away over time. Disneyland still has Starcade. The neon sign for it is still there. But that's about all. Nobody would mistake today's Starcade, with its intermittent use for various temporary events, for the popular collection of state-of-the-art video games it once was.

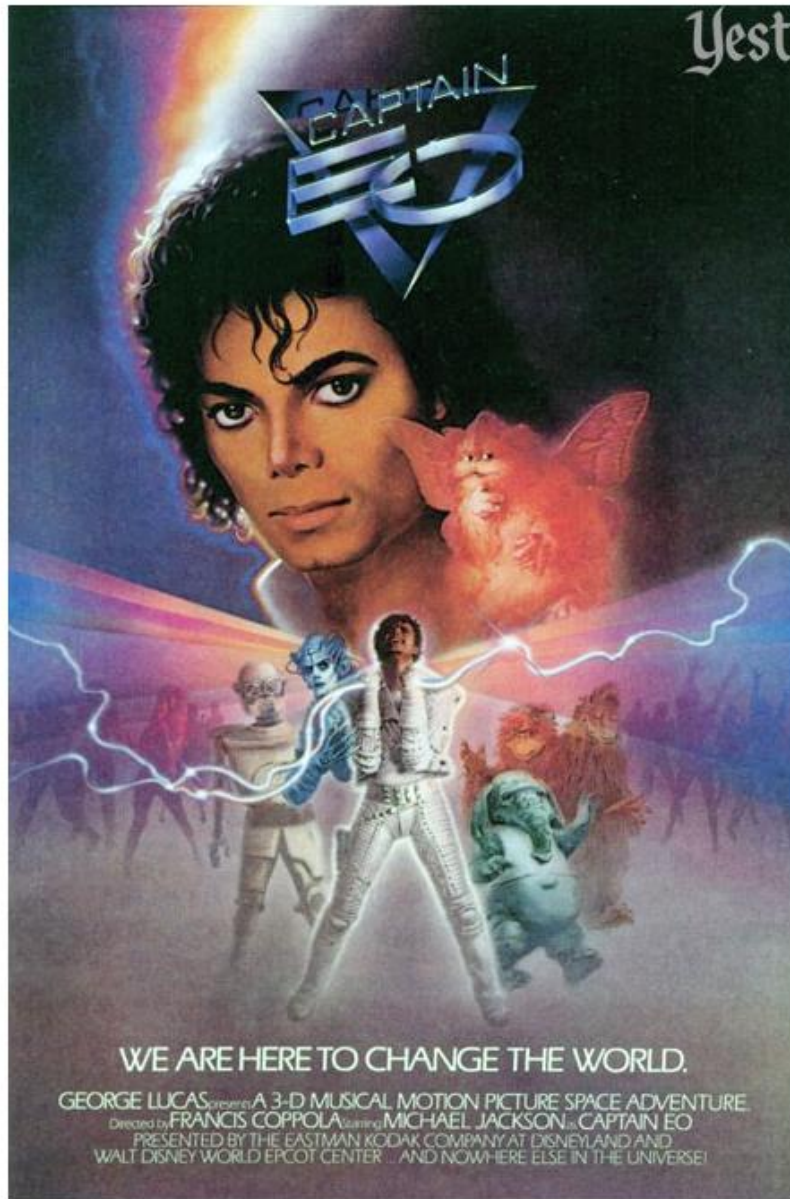


# CAPTAIN EO

THE WALT DISNEY COMPANY PRESENTS A GEORGE LUCAS PRODUCTION  
STARRING MICHAEL JACKSON AND DIRECTED BY FRANCIS COPPOLA  
A 3-D SPECTACULAR

Supreme Leader: "You think me beautiful?"

Captain EO: "Very beautiful within, your highness, but without a key to unlock it... and that is my gift to you."



© Disney

"Presented by The Eastman Kodak Company at Disneyland and Walt Disney World Epcot Center... And Nowhere Else in the Universe!"

Experience the singing, dancing, and song-writing talents of Michael Jackson as Captain EO—on a quest to change the world. It's a spectacular, 70-millimeter, 3D space adventure.

You might have to wait a while. There's only one theater, and it only has around 500 seats. The show lasts 17 minutes, and it takes several minutes to reload the audience between shows.

It's worth the wait if you're a Michael Jackson fan... or if you're a special effects fan. There are 150 special effects in the film, and a bunch of in-theater effects too.



Photo by Chris Bales, 1991

Queue that can start by *Mission to Mars*

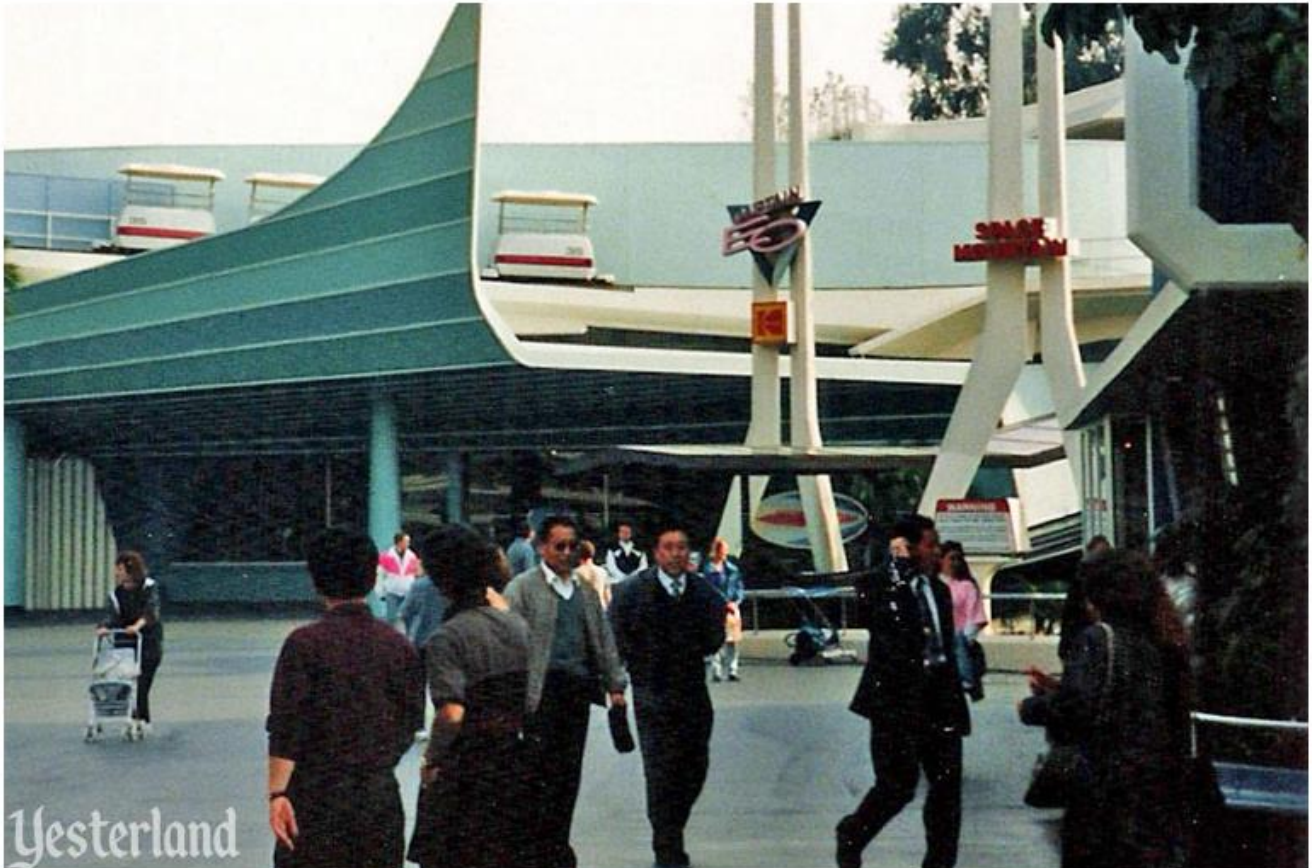


Photo by Chris Bales, 1995

Left pylon for thrill movie, right pylon for the thrill ride



Photo by Werner Weiss, 1996

Magic Eye Theater



Photo by Werner Weiss, 1996

Now showing

Pick up your 3D glasses as you enter the Magic Eye Theater... but please don't put them on until you're seated.

The doors open. Please move all the way to the end of a row and take a seat. You may put on your 3D glasses now. (If you wear eyeglasses, don't worry; the 3D glasses fit right over them.) If you don't like really loud music and noises, this also might be a good time to put some cotton in your ears.

Sit back and watch Captain EO and his faithful, if unusual, crew—Hooter, Fuzzball, the Geex, Major Domo, and Minor Domo—as they prepare to land their little spaceship on an oppressed planet. Where's the landing beacon? Don't trip any alarms... Oops. The crew tripped the alarm. Oh no! There's an enemy patrol ship. Still no landing beacon? How about a map? Hooter ate the map?

Crash! Too late—but there's the landing beacon.

Oh, oh... Captain EO and his crew have been captured, taken to the wicked Supreme Leader (played by Anjelica Huston), and sentenced. "Justice" is swift and severe. Captain EO accepts his sentence, one hundred years of torture, with grace. He tells the Supreme Leader that he has brought her a gift, which she will see—and hear.

The music begins, and the battle begins. Lasers fire above your head. What is happening to the Supreme Leader's troops? The power of music is transforming them. Look! Even the awful Supreme Leader is now a beautiful queen, and the planet looks great.



Captain EO at night

Photo by Werner Weiss, 1997

Captain EO just proved that music causes good to triumph over evil!

As you exit, please drop your 3D glasses in the receptacle.

It was 1984. Michael Jackson was at the height of his career. His 1982 album *Thriller*, already the best-selling album of all time, was still on the charts. In 1983, Jackson had debuted the moonwalk. His 1984 "Victory" tour played to sold-out stadiums. Michael Jackson wasn't just a pop star. He was a cultural phenomenon.

Also in 1984, movie executives Michael Eisner and Frank Wells took over the top jobs at Disney. In addition to launching an aggressive slate of movie projects, Eisner and Wells sought to invigorate Disney's theme parks. They brought their movie experience to the parks too. Traditionally, theme park attractions didn't rely on star performers. That would now change.

In his 1998 book *Work in Progress*, Eisner explained:

The third idea we came up with for Disneyland was to create something with Michael Jackson, who appealed to teenagers, but also to young kids, and even their parents. Jackson was a huge fan of our parks, sometimes

visiting several times a month, in and out of disguise. Our notion was to put him in an extended 3D music video. George Lucas happened to be one of Jackson's heroes, and provided another lure. Ultimately, Lucas decided to produce the video and recruited Francis Ford Coppola to direct.

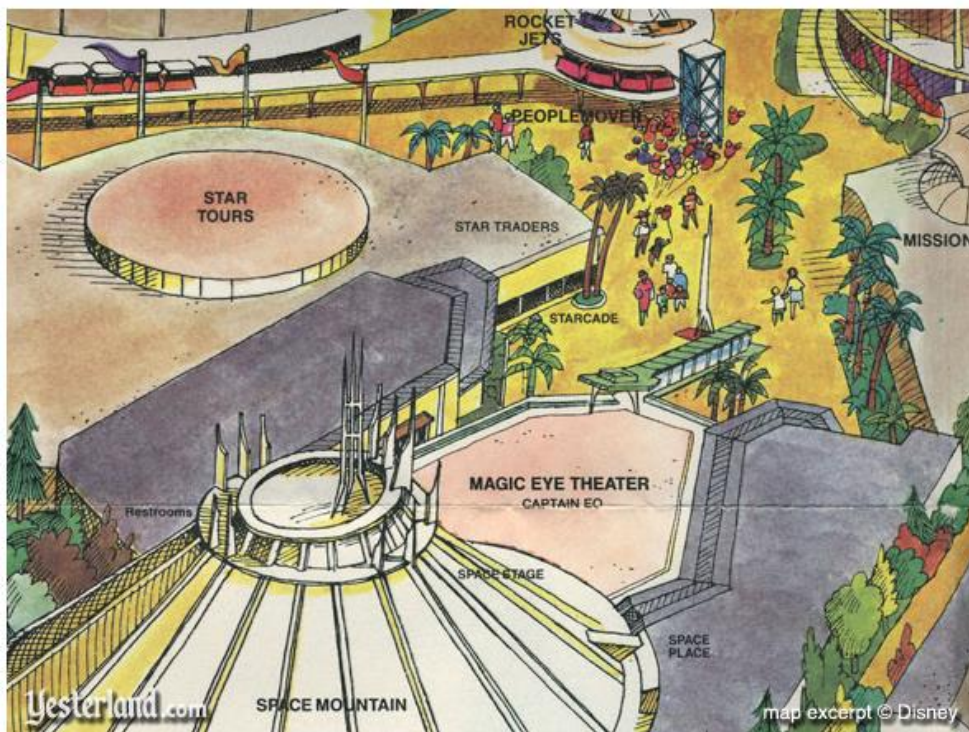
The result of this collaboration was Captain EO, which opened at Disneyland on September 18, 1986 (six days after it opened at EPCOT Center).

At Disneyland, a new theater for Captain EO would replace the Space Stage.



Excerpt from 1983 Disneyland souvenir map © Disney

1983: Space Stage was an outdoor theater.



Excerpt from 1987 Disneyland souvenir map © Disney

1987: How many differences can you find?

Although built for Captain EO, Disneyland's Magic Eye Theater opened in May 1986 with the delightful Magic Journeys, the original 3D movie from Epcot's Imagination pavilion. Actually, Magic Journeys was no stranger to Disneyland's Tomorrowland, having enjoyed a previous run at the outdoor Space Stage. In September of the same year, Captain EO moved into the Magic Eye Theater.

Most guests reacted favorably to Captain EO. A few newspaper articles were more critical.

Here's a paragraph from Charles Solomon, writing in the Los Angeles Times, October 9, 1986:

For all its wondrous imagery, "Captain EO" is nothing more than the most elaborate rock video in history, like a hollow chocolate Easter bunny, it's a glorious surface over a void. No one expects an amusement-park diversion to be "Gone With the Wind," but given that list of credits and the film's lavish budget (rumored to be between \$16 million-\$20 million, although Disney refuses to release any figures), audiences have a right to expect more than empty flash.

Here's a paragraph from the Chicago Tribune, September 18, 1986:

The movie thrusts its characters into danger immediately. They are flying into your face, lasers blasting, just as you learn their names. Within such a short time you can't empathize with their plight. But the novelty of the 3D effect is enough to occupy you through the start, though the plot is overcomplicated for the time available.

Over the years, the crowds disappeared. Movie-based attractions tend to have less repeat appeal than rides. Michael Jackson's star shined less brightly. After a run of over ten years at Disneyland, Captain EO closed quietly in April 1997.



Photo by Werner Weiss, 2006

"Honey, I Replaced *Captain EO*"

In May 1998, the former Magic Eye Theater became the West Coast home of the 3D movie Honey, I Shrunk the Audience, which had already replaced Captain EO at Epcot in 1994.

At one time, Captain EO was showing at Disney parks in California, Florida, Japan, and France. The final place at which you could see Captain EO was at CinéMagique, presented by Kodak, in Discoveryland at Disneyland Paris. In late summer 1998, the Captain departed from Paris as well.

For more than ten years, Captain EO was just a memory.

Michael Jackson died on June 25, 2009, at age 50. In the years leading up to his death, Jackson had been in the news for his behavior in public and allegations of what he might have done in private. But after his death, there was a renewed interest in his music. The King of Pop left behind an extensive catalog of Jackson 5 albums, solo albums, and compilations. His CD and music download sales soared. Apple's iTunes named Michael Jackson the 2009 Artist of the Year.

Meanwhile, at Disneyland in 2009, Honey, I Shrunk the Audience had trouble filling seats, even on busy days. After it had played more than a decade in the Magic Eye Theater, few Disneyland guests were eager to see the aging 3D film based on Honey, I Shrunk the Kids, a largely forgotten movie from 1989.

This disparity of popularity was not lost on Disneyland management. In September 2009, the Magic Eye Theater was temporarily closed to the public for several days. Officially, the reason was to show Captain EO to Michael Jackson's children. But it was also an opportunity to test the feasibility of bringing back Captain EO for a public run.

On December 18, 2009, the official Disney Parks Blog announced the news: "We are excited to confirm that the classic musical spectacular that thrilled Disneyland park guests from 1986-1997, will return for an exclusive, limited engagement at Disneyland park beginning in February 2010!"



Photo by Chris Bales, 2014

"Tribute"—part of the name of the resurrected attraction

Captain EO reopened at Disneyland on February 23, 2010.

Well, technically Captain EO did not come back to Disneyland. The 2010 version of the attraction was called Captain EO Tribute.



Updated poster for *Captain EO Tribute*



Photos by Werner Weiss, 2010 (left) and 2013 (right)

Sign with and without the Kodak logo

Kodak returned as the sponsor—but not for long. Before the end of 2010, the Kodak logos were gone. (For two years after that, Kodak continued a more limited sponsorship role at the Disneyland Resort and Walt Disney World, before parting with Disney completely.)



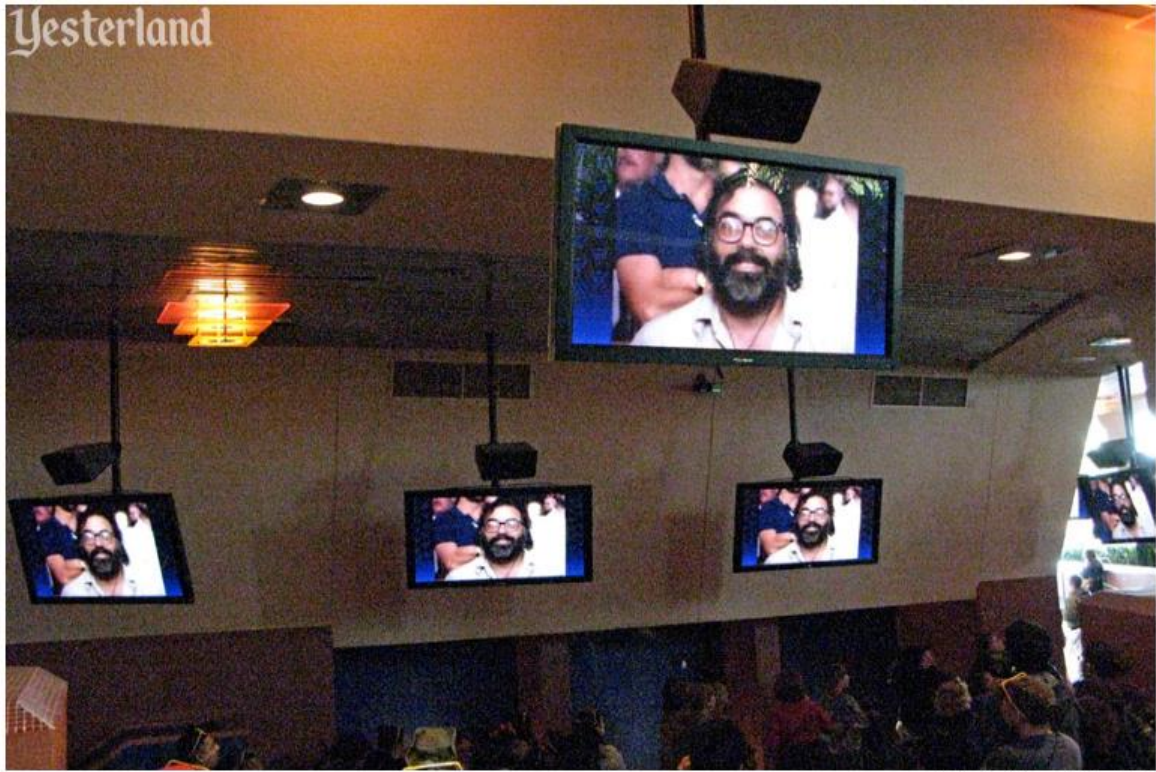


Photo by Werner Weiss, 2010

Francis Ford Coppola during the pre-show

Part of the tribute at Captain EO Tribute was a new pre-show with flat screens showing footage from a TV documentary, *The Making of Captain EO* (1986).



Photo by Werner Weiss, 2010

Inside the theater

It was the same movie in the same theater. The 3D technology and special effects of Captain EO had been state-of-the-art in the 1980s, but looked dated when the show returned. Audiences of 2010 were accustomed to digital 3D at their local cinemas and complex CGI wizardry, such as in James Cameron's *Avatar*. In comparison, Captain EO was downright old-fashioned.

For *Honey, I Shrank the Audience*, the Imagineers removed the lasers, smoke devices, and fiber-optic starfield—the major in-theater effects from the original run of Captain EO. They installed new in-theater effects, including a mechanism to allow the theater floor (and the seats attached to it) to drop and bounce.

For *Captain EO Tribute*, the budget did not include bringing back the old effects, but the “new” effects were matched to the show.



Photo by Chris Bales, 2014

Michael Jackson on the big screen

What really mattered was Michael Jackson's music and his performance. The audiences of 2010 could again see Michael Jackson at his best. And it was still 17 minutes of fun entertainment.



Photo by Werner Weiss, 2010

EO merch

Star Trader next door capitalized on the renewed interest in Michael Jackson and nostalgia for Captain EO.



Photo by Werner Weiss, 2010

The return of *Captain EO* at Epcot



Photo by Robert Parker, 2013

The return of *Captain EO* at Tokyo Disneyland

Disneyland's "exclusive, limited engagement" turned out not to be so exclusive. Captain EO reopened at Disneyland Paris on June 12, 2010; at Tokyo Disneyland on July 1, 2010; and at Epcot on July 2, 2010—without "Tribute" tacked onto the movie's name.



Photo by Chris Bales, 2014

June 19, 2014: Poster, but no sign



Photo by Chris Bales, 2014

What would be next?

The limited engagement also turned out not to be so limited. At Disneyland, it lasted more than four years before quietly ending June 18, 2014. The sign came down the next day.

A few days later, on June 30, 2014, it was sayonara at Tokyo Disneyland. Then, on April 12, 2015, it was au revoir at Disneyland Paris.

The last place to watch Captain EO was at Epcot, where it was good bye on December 6, 2015.



Photo by Chris Bales, 2014

### The first of a series of previews

The next show at the Magic Eye Theater was not a secret. It would be an “exclusive sneak peek” of Marvel Studios’ Guardians of the Galaxy, beginning July 4, 2014. The Disney Parks Blog had already published the news:

“At Disneyland park in California, you can catch this limited time intergalactic preview in 3D with special in-theater effects at the Magic Eye Theater in Tomorrowland, where Captain EO is typically shown. Captain EO is expected to return at a later date.”

Renamed the Tomorrowland Theater, the theater showed more movie sneak peeks—Big Hero 6 (2014), Tomorrowland (2015)—and Star Wars: Path of the Jedi, a 10-minute distillation of the first six Star Wars movies. Or it sat idle.

Sure, Captain EO could still “return at a later date” to Disneyland, but nobody still expects this to happen.

Then again, nobody expected Captain EO to return in 2010.

# THE CHARACTER SHOP



Photo by Werner Weiss, 1974

Interior designed by Imagineer Rolly Crump

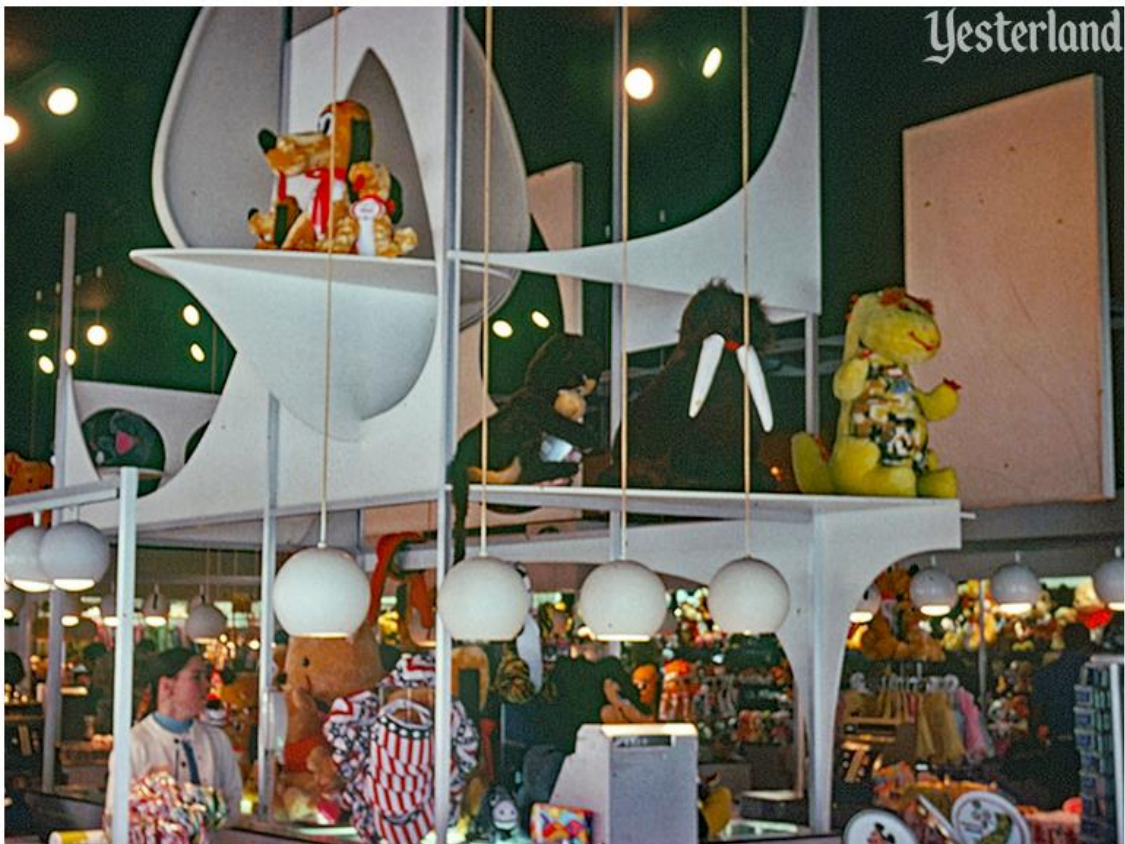


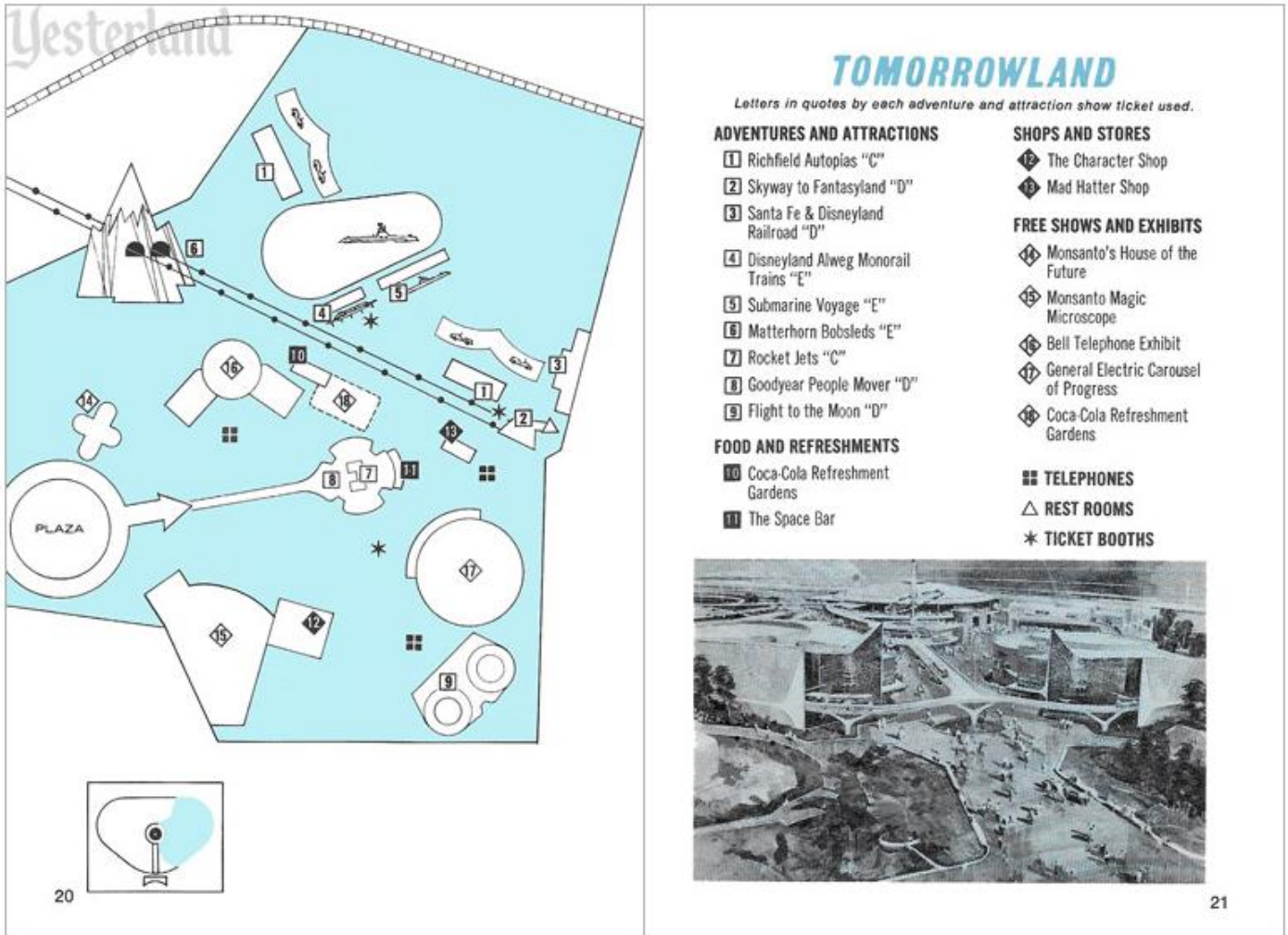
Photo by Marion Caswell, 1975, courtesy Dennis Caswell

Futuristic shapes above the cashier station at The Character Shop

Welcome to The Character Shop, where you can shop for a souvenir of your visit to the park. But don't just examine the merchandise. Admire the store itself, with its whimsical, futuristic design. The fixtures and decor are black-and-white, allowing the plush and other colorful wares to "pop" visually. The shapes might remind you of the bandshell at Tomorrowland Terrace. Spherical lights hang on electrical cords from the high ceiling

High on the store's south wall, a steady stream of PeopleMover trains passes behind glass. It's an entirely new way to go window shopping.

The Character Shop opened in 1967 as part of Disneyland's New Tomorrowland. The space had previously been occupied by Fun Photos. When Star Tours opened in 1987 adjacent to The Character Shop, the shop was re-themed as The Star Trader.



Disneyland Guide Book excerpt © 1967 Walt Disney Productions

The Character Shop at #12 on the map of New Tomorrowland in a 1967 Disneyland Guide Book



Photo by Allen Huffman, 2009

The Star Trader, as it looked in 2009



Photo by Werner Weiss, 2010

Captain EO merchandise at The Star Trader in 2010, when *Captain EO* returned





Photo by Allen Huffman, 2017

Neon Mickeys on The Star Trader



Photo by Allen Huffman, 2017

The Star Trader in 2017, packed with Star Wars merchandise



Photo by Allen Huffman, 2017

### Star Traders customers under the watchful eyes of Storm Troopers

The Character Shop has been gone since 1987, but almost every shop in Disneyland had become a “character shop.” In stores throughout the park, Disneyland relies heavily on Disney plush toys, current Disney movie-themed merchandise, and other goods featuring characters from Disney shorts, Disney features, Pixar features, and the Star Wars franchise.

But no store at Disneyland today has the cool interior of The Character Shop.

# TOY STORY FUNHOUSE



Woody, you're on the PeopleMover track!

Step into the Toy Story Funhouse. It's right next door to Captain EO. Have fun!

- Play with giant Lite-Brite and Spirograph walls.
- At Woody's Roundup, let Woody teach you the Two-Step.
- Take a picture with Buzz Lightyear and Woody.
- In the Green Army Men room, experience an obstacle course of fake lakes, bushes, and bridges—while wearing foot pads similar to the plastic bases on the Green Army Men in the movie.
- Play Disney's new Toy Story video game.
- And don't forget to visit the Toy Story gift shop.



This is where you'll see...



...Hamm's All-Doll Revue

After you exit the Toy Story Funhouse, be sure to catch a scheduled performance of the humorous Hamm's All-Doll Revue. It's standing room only at Hamm's Theater, an outdoor stage in front of Mission to Mars. That's because there aren't any seats.

You'll see many of your Toy Story favorites singing and dancing, including Hamm, Mr. Potato Head, Bo Peep, Slinky Dog, and the Green Army Men. You'll admire how well the Green Army Men dance while wearing those large foot pads.

The Toy Story Funhouse and Hamm's All-Doll Revue opened in Disneyland's Tomorrowland in early 1996. Both were gone before the beginning of the busy 1996 Summer season. There was never any intention of a longer run; the Funhouse and the Revue were temporary attractions.

Prior to its appearance at Disneyland, the Toy Story Funhouse was part of "Totally Toy Story" at the El Capitan Theater in Hollywood. From November 22, 1995, through January 1, 1996, moviegoers could enjoy a first-run showing of Toy Story in the magnificent movie palace, followed by a visit to the Toy Story Funhouse in a space immediately adjacent to the theater. The price was \$20 for adults, \$15 for children 11 and under, \$15 for seniors over 60, and \$30 for VIP seats.

## ROCKET RODS

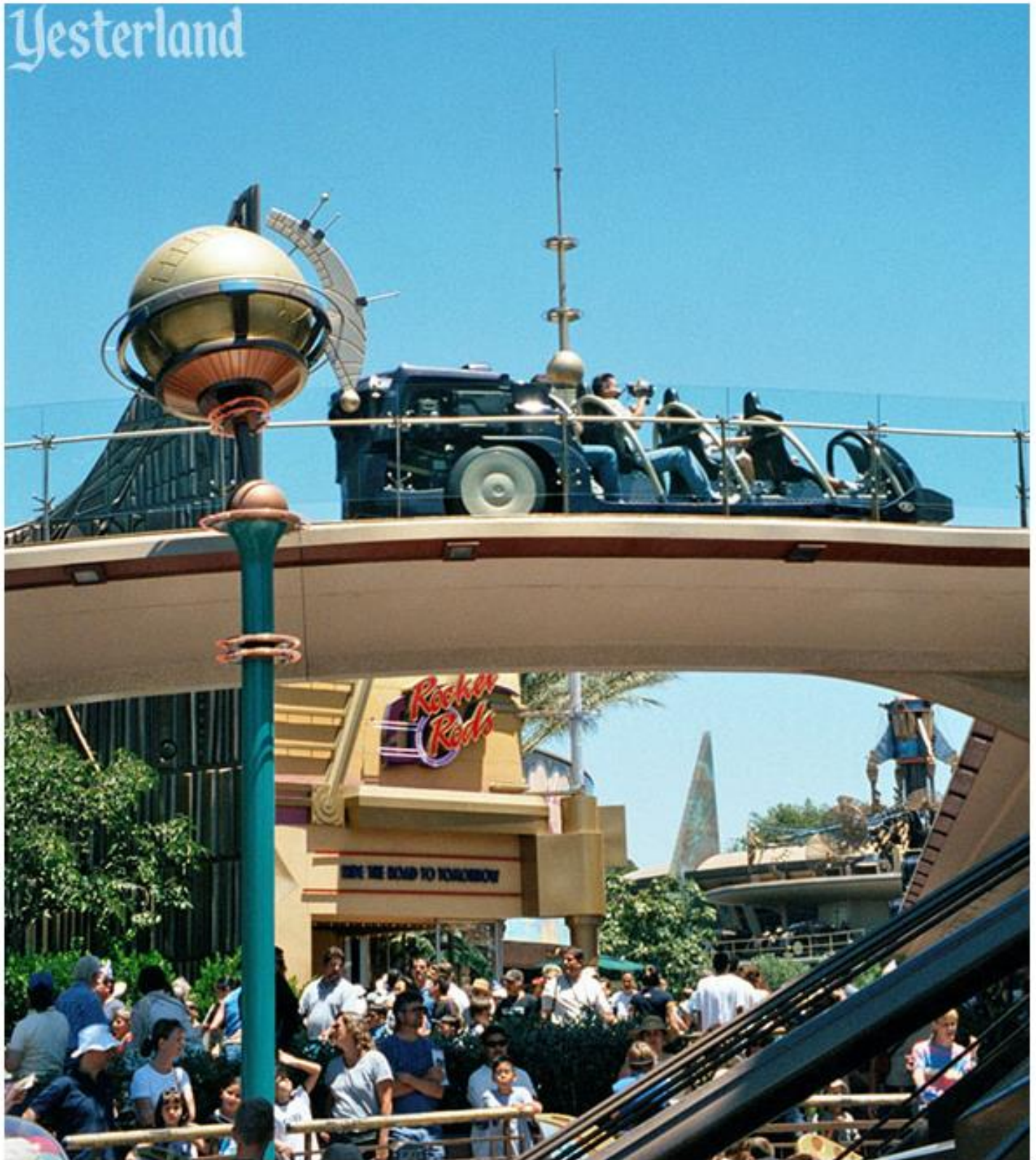


Photo by Werner Weiss, 2000

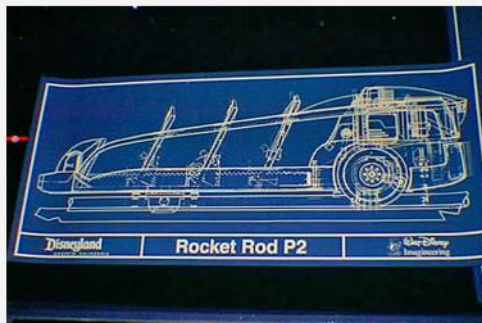
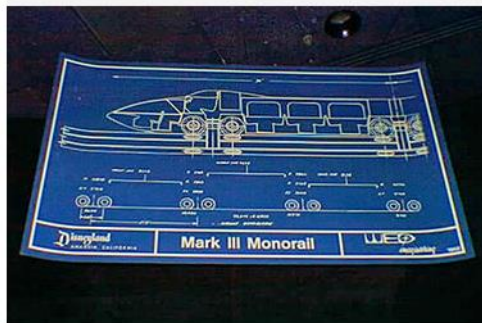
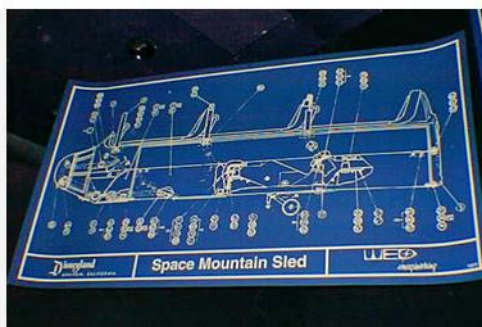
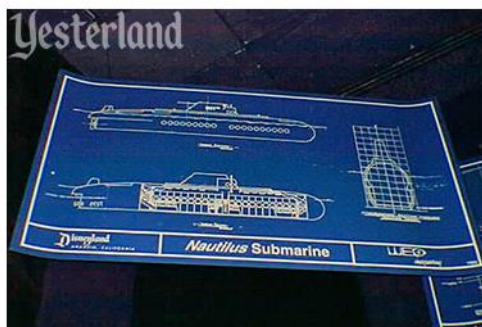
"Wait time: 75 minutes." Are you sure you want to get into this line? Well, it looks like fun, so you might as well. At least it's not a 90 minute wait. Anyway, most of the line is inside an air-conditioned building.



Photo by Werner Weiss, 2000

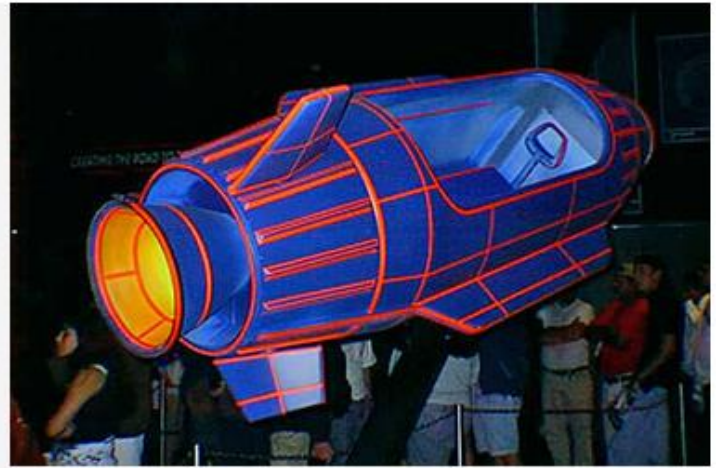
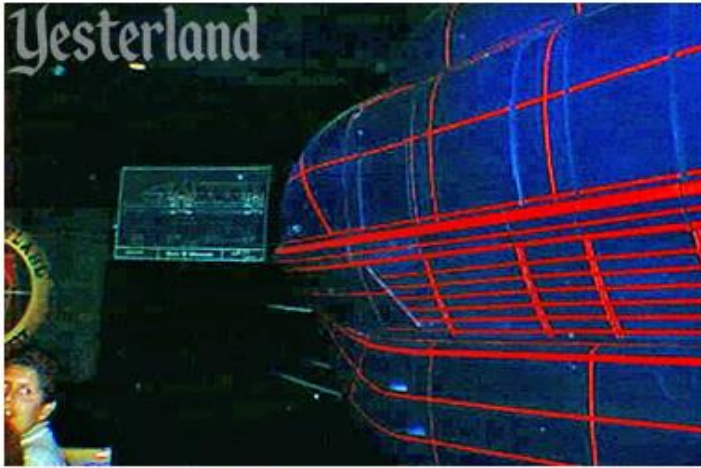
Entrance to a long queue for a short ride

Now you're winding through a large room decorated with oversized blueprints for Yesterland ride vehicles such as the Flying Saucers and the Submarine Voyage.



Photos by Allen Huffman, 1998

One of these is the blueprint for your ride vehicle



Photos by Allen Huffman, 1998 and 1999

Yester attraction vehicles disguised as wire frames

Also, there are actual Yesterland ride vehicles—including two Rocket Jets, cars from the PeopleMover, and even the front of an old Monorail—which are painted blue and covered with a grid of orange stripes glowing under black light.

There's also a movie screen with some clever animated films about transportation in the future, as imagined around 40 years ago when the films were made. Don't be surprised if you see each film several times.



Photo by Werner Weits, 2000

In the CircleVision room

Next, the line takes you into a circular room with nine large movie screens. There are three films, each introduced by Walt Disney. Again, you might see each film several times.

One film shows crazy vehicles; the next shows the progress from the Model T to the Rocket Rod. In both cases, the same image appears on each of the nine screens. The third film surrounds you with familiar CircleVision scenes, but faster than you've seen them before. The line spirals to the center of the room and back out again.

This concludes the entertainment portion of the line. Unfortunately, this doesn't conclude the line itself. In fact, the line slowly goes down stairs to below ground level, through a dark corridor, and up lots of stairs to the loading level.

Climb into a Rocket Rod, with an unusual 1-1-1-2 seating configuration. Fasten your seat belt. Your Rod moves into position. The lights count down. It's green, and you're off!



Photo by Chris Bales, 1998

Loading below the Observatron





Photos by Allen Huffman, 1998

Finally boarding a Rod



Photo by Werner Weiss, 2000

And away we go!

You accelerate rapidly on straight stretches and slow down as you enter the unbanked curves. You zip in and out of buildings, catching glimpses of other attractions.



Photo by Werner Weiss, 2000

Behind the Moonliner and into *Innoventions*



Photo by John Delmont, circa 1998

Zooming above the *Tomorrowland Autopia*



Photo by Chris Bales, 2000

Zooming above construction for the new *Chevron Autopia*



Photo by Werner Weiss, 2000

Exiting from the *Rocket Rods* queue building



Photo by Werner Weiss, 2000

### On the home stretch

You know the ride is almost over when you're hit by a flash of light and a blast of air while passing through the building that contains the Rocket Rods queue.

That was kind of fun. Do you want to ride again?

"Wait time: 75 minutes." Well, maybe not.

The Rocket Rods attraction premiered at Disneyland Park on May 22, 1998, as the centerpiece of the biggest overhaul of Tomorrowland since 1967. Rocket Rods combined two previous attractions—the CircleVision 360 theater and the PeopleMover track.

It seemed like a good idea. Unfortunately, Disney couldn't convince a corporate sponsor to provide funding for a big-budget, entertaining pre-show or for banked turns on the old, flat PeopleMover track. So the ride opened with neither.

The Rocket Rods covered the old 16-minute PeopleMover route in just three minutes, but the Rods had to slow down substantially at every curve rather than offering thrilling banked turns as enjoyed by riders of Test Track at Epcot.

The constant speeding up and slowing down took its toll on the vehicles and infrastructure. Almost immediately, the ride became better known for breakdowns and limited operating hours than for entertainment and thrills. In fact, the ride was closed most of its first summer.

Guest reaction to the Rocket Rods ride was mixed. Some guests, especially children, enjoyed the "thrilling but not too thrilling" acceleration and speed. Other guests felt it lacked the thrills of a true thrill ride, while going too fast to be enjoyable for sightseeing. The biggest complaint was that the ride, although fun, wasn't fun enough after the long wait.



Photo by Glenn Schmidt, 1998

Rocket Rods logo sign



Photo by Chris Bales, 2000

Re-Opening Spring 2001?

In September 2000, Rocket Rods closed again. Park visitors found a sign at the Rocket Rods entrance announcing that the attraction would reopen Spring 2001. Perhaps the attraction would be enhanced and reengineered to bring it up to its full potential!

For a half year, there was no evidence of progress—no track work, no test runs, and no sign of activity inside the Rocket Rods building. Spring arrived, but the Rocket Rods didn't.

On April 28, 2001, the Los Angeles Times and the Orange County Register reported that the Rocket Rods would never reopen. The Times quoted a statement by the Disneyland President at that time, Cynthia Harriss, "The high-speed attraction was never able to perform to its designed show standards." The Times added, "The problem, she said, was a budget-conscious decision to run the high-speed Rods on the PeopleMover's unbanked track." At least her explanation was honest.



Photo by Doug Marsh, 2001

Parked at the Hollywood Pictures Backlot

One Rod was used as a "boneyard" prop at Hollywood Pictures Backlot at Disney's California Adventure when that park was new.



Photo by Werner Weiss, 2006

Buzz Lightyear Astro Blasters entrance sign

The valuable high-traffic location of the old Rocket Rods queue—the CircleVision pre-show and theater—became part of the Buzz Lightyear Astro Blasters attraction in spring 2005. At least it wasn't a repeat of the 1990s, when the buildings for America Sings and Mission to Mars were closed for most of the decade before finally reopening in 1998 as Innoventions and Redd Rockett's Pizza Port.



Photo by Werner Weiss, 2017

Banners hanging from the unused track through the heart of Tomorrowland

The structure for the track that was once the PeopleMover route and then the Rocket Rods route still winds above Tomorrowland—a constant reminder to guests that both of these attractions are gone.

# RETRO SPACE MOUNTAIN



Photo by Allen Huffman, 2000

## *The hues of Space Mountain*

Space Mountain lets you travel through space inside a structure that futurists H.G. Wells, Jules Verne, and Leonardo da Vinci might have imagined. This giant copper kettle with a green patina represents an ingenious relic from a much earlier era.

Pay no attention to anyone who claims that this Space Mountain looks as if it suffered from a massive spill of vomit—or something worse—all over its exterior.

Okay, okay. It doesn't really look like copper or bronze. But pretend that it does. And try to like it. After all, colors like this are all over this version of Tomorrowland.

Let's take a ride! Grab your FASTPASS. Then follow the queue.





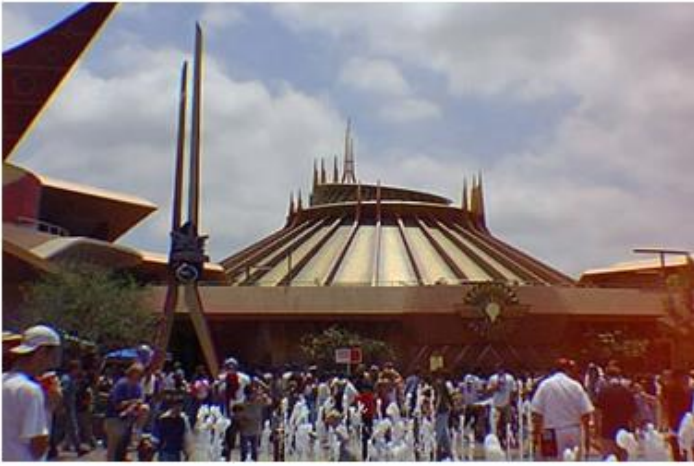
Photo by Allen Huffman, 2001

A perfect fit with the rest of Tomorrowland



Photo by Allen Huffman, 2001

*Innoventions and Space Mountain with their retro-futurist paint schemes*



Photos by Allen Huffman, 2001 and 2002

Several views of *Space Mountain*



Photo by Allen Huffman, 2000

The ride's logo



Photo by Allen Huffman, 2001

FASTPASS



Photo by Allen Huffman, 2002

Lots of brown



Photo by Allen Huffman, 2000

Original architectural elements, new paint—not all of it brown



Photo by Allen Huffman, 2000

Ray Cathode of PNN, the Pan-Galactic News Network

Monitors keep you entertained while you wait. In one segment, Ray Cathode (played by Glenn Shadix) tells you, "The hot news at the Mars shows is color." He's talking about fashion, not the hues of Space Mountain.



Photo by Allen Huffman, 2001

Loading

When you actually get to the loading area, there's no indication of the Jules Verne future. Enjoy the ride!

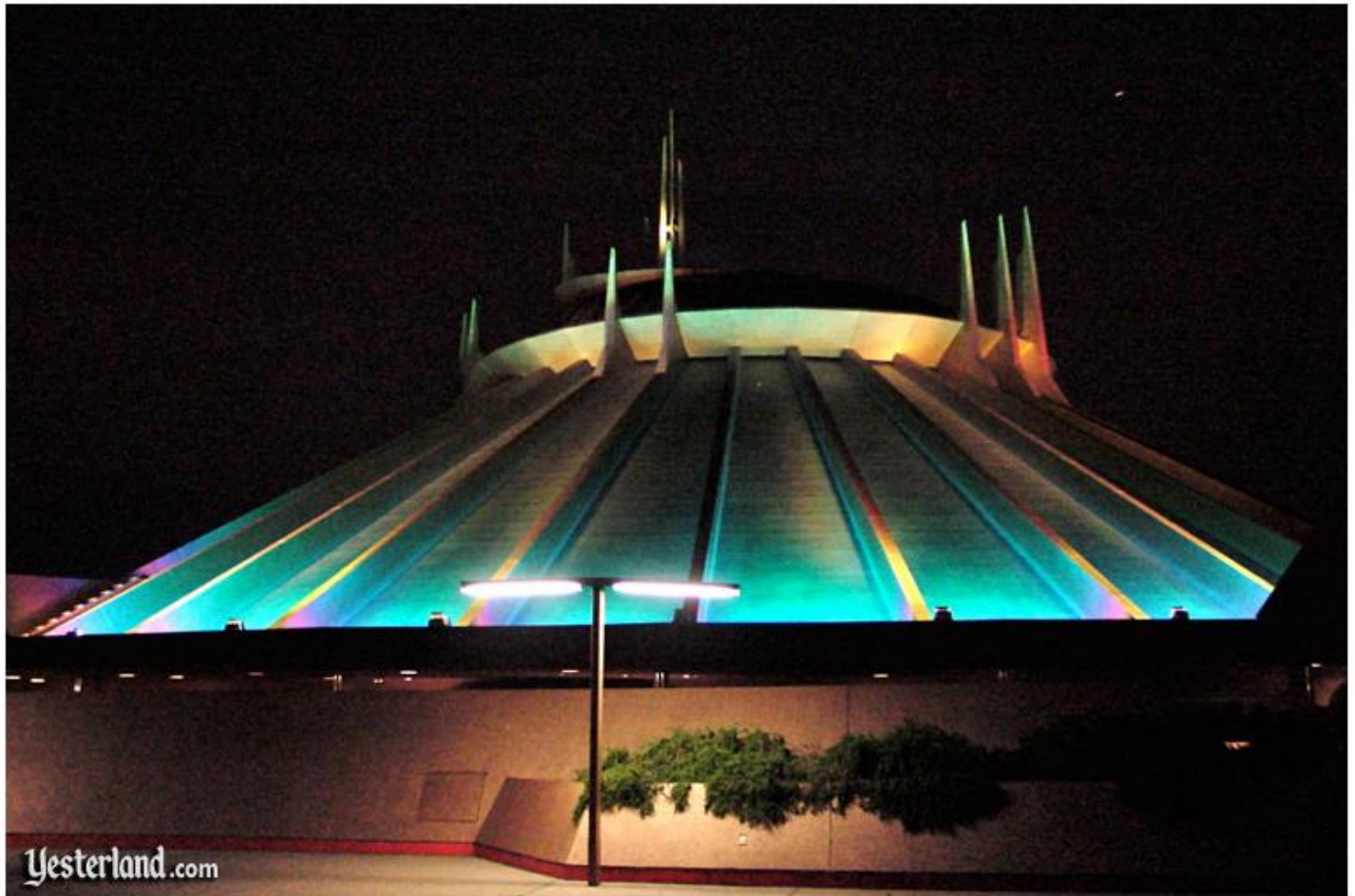


Photo by Allen Huffman, 2001

### Night

It looks better at night.

Space Mountain opened at Disneyland in 1977. The indoor roller coaster would be housed in a gleaming white structure for more than 20 years. Space Mountain had been designed to fit into the New Tomorrowland of 1967—which had replaced the original Tomorrowland just 12 years after the opening of the park.

In 1995, Federal Express (FedEx) became the sponsor of Space Mountain, a relationship that would last ten years. With the sponsorship came a more entertaining queue and new displays.

In 1998, the exterior of Space Mountain was given a brownish, greenish, copperish paint job as part of a new New Tomorrowland project.

It must have seemed like a good idea at the time. It had been 31 years since the last New Tomorrowland—and this “World of Tomorrow” was anything but futuristic. To make matters worse, *America Sings* (1974) had been silenced in 1988 and *Mission to Mars* (1975) was decommissioned in November 1992, leaving two highly visible attraction buildings behind.

The executives in charge of Disney’s theme parks learned important lessons from Disneyland Paris, which had opened in 1992 as Euro Disney. One of these was that a retro-future theme solves the problem of trying to stay ahead of the actual future. Another was that capital spending needs to be kept under control to avoid the red ink that plagued the Parisian park.



Photo by Werner Weiss, 2005

Space Mountain, which opened in 1995 at Discoveryland, Disneyland Paris



Photo by Werner Weiss, 2001

Retro-future artwork at Disneyland Paris



Photo by Werner Weiss, 2001

Load area at Disneyland Paris, carrying the exterior theme into the interior

While Disneyland Paris had retro-future architecture, the original Disneyland would try to accomplish the same thing primarily with paint. Disneyland would get a retro Tomorrowland on a tight budget.



Photo by Werner Weiss, 2000

### The bronze hues of Disneyland's Tomorrowland in 2000

The Los Angeles Daily News ("Back to the Future; Disney Revises Tomorrowland," by Dave McNary, May 19, 1998) decried Disneyland's approach like this:

Disneyland has abandoned the idea of predicting the future in favor of bringing to life the dreamlike visions of Leonardo da Vinci and Jules Verne. So the stark, sleek look is gone, replaced by golds, browns and cobblestone walkways.

The Wall Street Journal ("A new Tomorrowland dawns; What does the future look like now?" by K.E. Grubbs Jr., May 29, 1998) took it a step further, with an observation about the effect of this change:

But the new Tomorrowland is not really earth-bound. Like the old version, it spends a great deal of time sending its visitors into space. And here the design scheme is now much less the Jetsons-style sleekness of the old Tomorrowland and oddly more retro. Space Mountain, a roller coaster meant to give the sensation of hurtling through space, remains, but its tall exterior is repainted, curiously, to look like greenish, oxidizing copper. The intention: earth-friendly. The effect: grunge.

The grunge look did not suit Space Mountain.



Photo by Allen Huffman, 2004

Gleaming white *Space Mountain* in the brown Tomorrowland

In 2003, Space Mountain was restored to its original white color. The rest of Tomorrowland followed with a new palette of silver, grays, and blues.



Photo by Werner Weiss, 2013

*Space Mountain* in 2013





Photo by Werner Weiss, 2013

*Space Mountain sign in 2013*



Photo by Allen Huffman, 2017

*Star Wars-themed Hyperspace Mountain in 2017*

By now, it's hard to remember that Space Mountain was ever a color other than white.

## AMERICAN SPACE EXPERIENCE



You've just finished your Rocket Rods ride. What are you going to do next? How about visiting The American Space Experience, Celebrating 40 Years of NASA? It's right at the exit from Rocket Rods, below the 1998 Tomorrowland mural.



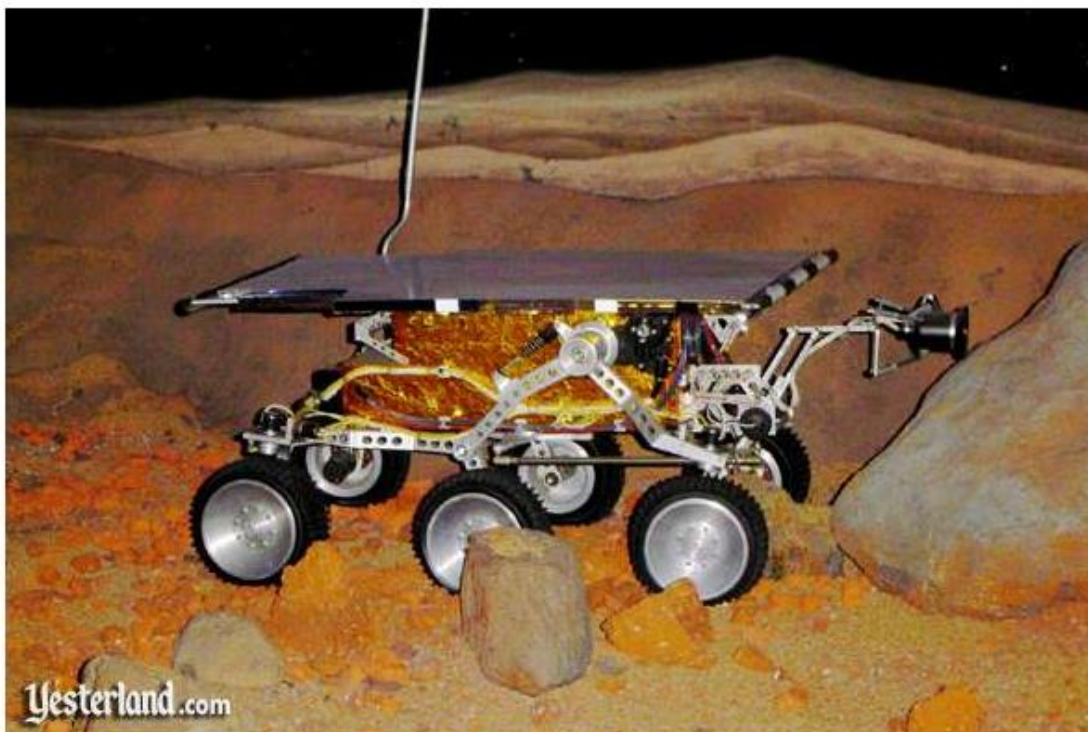
*The American Space Experience, below the 1998 Tomorrowland mural*

Okay, this isn't the most thrilling experience in the park. This 2,500-square-foot exhibit is more like visiting a corner of the Museum of Space History in Alamogordo, New Mexico, than visiting the world's greatest theme park. But if you take the time to examine the exhibits, they really are interesting. Unlike the exhibits in many science museums, these NASA exhibits are up-to-date.



A model of the Mars Pathfinder and the rover Sojourner

Scientists at NASA's Jet Propulsion Laboratory used models of Pathfinder and Sojourner to prepare for the 1997 Mars mission. You can see those models here at the exhibit.



Close-up of the six-wheeled rover Sojourner

JPL named the six-wheeled robotic rover "Sojourner" in honor of Sojourner Truth, 19th-century American abolitionist and champion of women's rights.



A model of the X-33 Reusable Launch Vehicle



A prototype AX-5 space suit

Take a look at the large model of the X-33 Reusable Launch Vehicle (RLV), and read all about it. It's NASA's first new spaceship design in 25 years. You'll read that it could replace the current Space Shuttle. You know those big external fuel tanks on the Space Shuttle? The idea is that the X-33 RLV won't need them. It's called a "single stage to orbit" (SSTO) design.

Check out the actual moon rock. The rock was retrieved by the crew of the Apollo 16 mission in April 1972. There's no line to see it. It's a sample of breccia, encased in a clear plexiglass pyramid.

Take a look at the AX-5 space suit. It's a prototype for an advanced, hard-shell suit for use on the International Space Station. This all-metal, high-pressure suit will finally allow astronauts to exit from their spacecraft into space without first having to breath pure oxygen for several hours.



Have fun examining exhibits about astronauts and space travel.

The American Space Experience is pretty interesting, eh?



How much would you weigh on Jupiter?

The American Space Experience opened in 1998 as part of the 1998 Tomorrowland redo. More than any other attraction from that redo, The American Space Experience was consistent with Walt Disney's original intent for Tomorrowland, as described in 1955 dedication plaque for Tomorrowland:

#### TOMORROWLAND

A vista into a world of wondrous ideas, signifying man's achievements... a step into the future, with predictions of constructive things to come.

Tomorrow offers new frontiers in science, adventure and ideals: the Atomic Age, the challenge of outer space, and the hope for a peaceful and unified world.

#### Walt Disney

The American Space Experience was genuinely about the "challenge of outer space," and was genuinely educational. But most people who spend hundreds of dollars to take their family to Disneyland for the day aren't looking for genuinely educational science museum exhibits.

In some ways, the The American Space Experience was reminiscent of early Tomorrowland exhibits like Monsanto Chemical Company's Hall of Chemistry (1955-1966) and Kaiser Aluminum's Hall of Aluminum Fame (1955-1960). Such corporate exhibits allowed Walt Disney to fill the space in Tomorrowland until he could afford to replace them with unique attractions that were both educational and entertaining, such as Adventure Thru Inner Space and the Carousel of Progress.



FASTPASS distribution for *Buzz Lightyear Astro Blasters*

The American Space Experience lasted until 2003, when it was closed down for the construction of the Buzz Lightyear Astro Blasters ride. The FASTPASS distribution area for Buzz Lightyear Astro Blasters and part of the Buzz Lightyear Astro Blasters ride now occupy the space that had been The American Space Experience.

By the way, NASA's X-33 program, which began in 1996, was canceled by NASA in 2001—even though construction of the prototype was around 85% complete. There were numerous technical difficulties. But that doesn't mean there won't be another Reusable Launch Vehicle in the future.

# HONEY, I SHRUNK THE AUDIENCE



Photo by Werner Weiss, 2006

Professor Wayne Szalinski is the eccentric scientist who invented the shrinking ray machine that almost caused the demise of his children in Honey, I Shrunk the Kids. Now he's about to get an award for his great invention, and you're invited to the awards ceremony.

Okay, it's not a real awards ceremony. It's a 3D movie with terrific surprises.



Photo by Allen Huffman, 2002

Path leading to the Imagination Institute in brown Tomorrowland



Photo by Werner Weiss, 2009

Multilingual



Photo by Werner Weiss, 2009

Warning! Warning! Warning!

Are you ready to go in?

Some of the surprises might be too scary for small kids. So, if you have kids with you, read the sign.

Ask a Cast Member if Professor Maynard is here today. He can add another dimension to your 3D experience.





Photos by Allen Huffman, 1998

### Imagination Institute Cast Members



Photo by Werner Weiss, 2009

Time to pick up 3D "safety goggles"

You will soon feel as if things are happening right in front of your face, through the magic of 3D "safety goggles."



Photo by Allen Huffman, 2002

Plenty of space to wait for the show

As you wait, watch the clever messages on the video monitors and check the backlit posters.



Photo by Werner Weiss, 2009

Professor Wayne Szalinski, Inventor of the Year

Rick Moranis plays the part of Professor Wayne Szalinski, just as in the hit 1989 Disney movie Honey, I Shrank the Kids. The Szalinski film family is back too—his wife Diane, their sons Nick and Adam, and their scene-stealing dog Quark.



Photo by Werner Weiss, 2009

Dr. Nigel Channing, Chairman of the Imagination Institute

The next poster shows Eric Idle. He wasn't in the 1989 movie or its sequels, but here he's the co-star.



Photo by Werner Weiss, 2009

Professor Phillip Brainard, last year's winner for Flubber

The third poster looks like Robin Williams. In fact, it is Robin Williams as the star of Flubber, the disappointing 1997 remake of the brilliant 1961 comedy *The Absent-Minded Professor*. Despite the prominent poster, Williams is not part of the attraction. The poster is just a bit of marketing synergy.



Photo by Werner Weiss, 2009

Waiting, waiting, waiting...

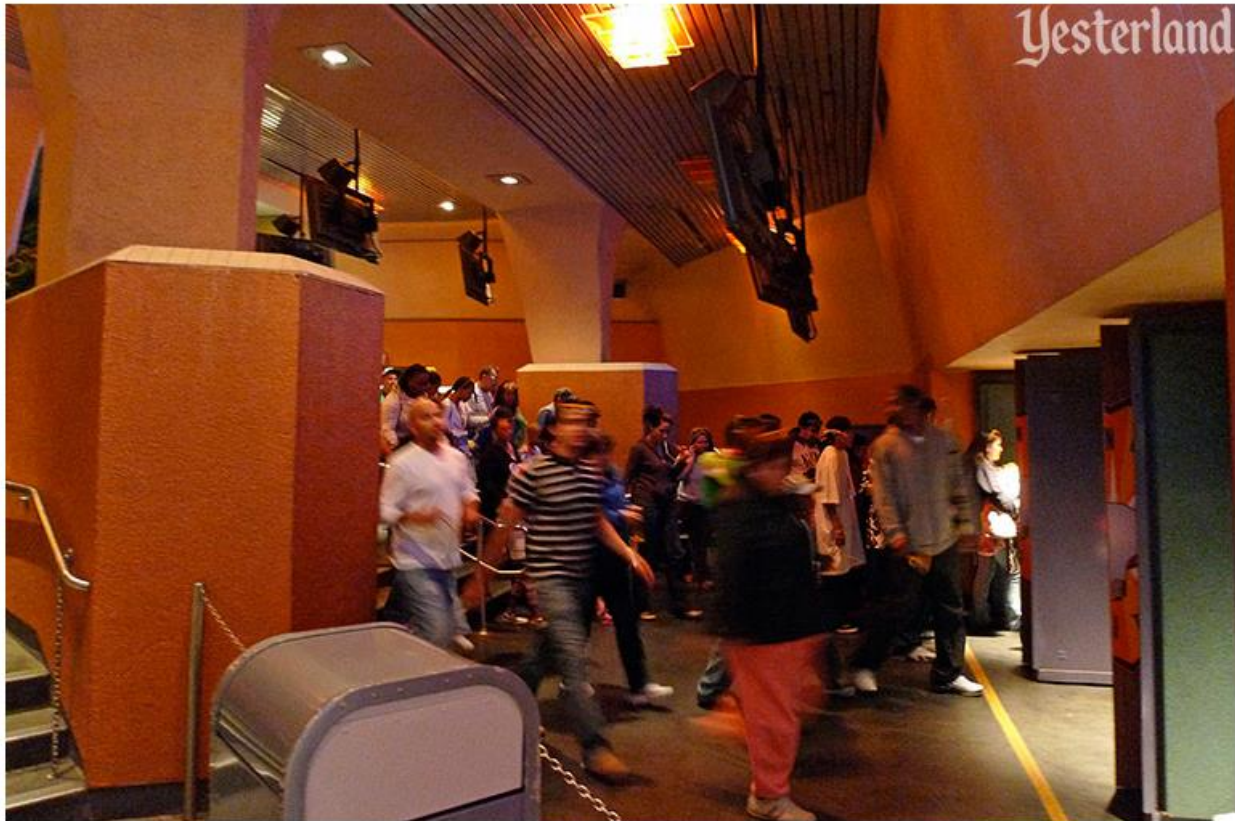


Photo by Allen Huffman, 2009

Time to enter the theater

Adventure Thru Inner Space isn't the only Yesterland attraction that shrinks you. As the name of this attraction suggests, during the next 13 minutes you and the rest of the audience will become tiny as the entire theater is reduced to the size of a shoe box.

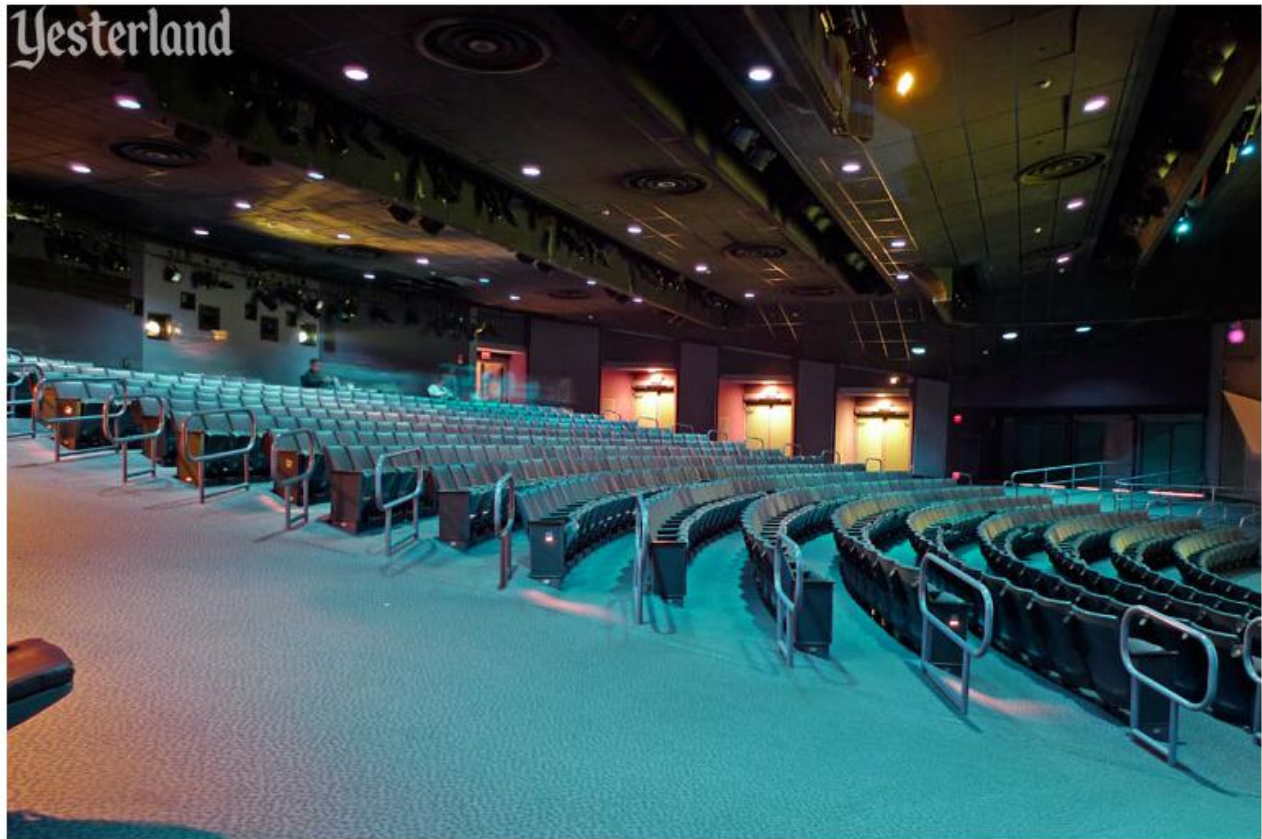


Photo by Allen Huffman, 2009

Hundreds of seats, but things will appear right in front your face

Put on your 3D glasses. This won't be an ordinary 3D movie with long shots, close-ups, cuts, dissolves, and fades. Instead, you'll feel as if you're watching a continuous live show with life-size performers on a stage at the front of the theater.

Oh, the faces will get a lot bigger during the show. But that will be after you've been shrunk.



Photo by Allen Huffman, 2009

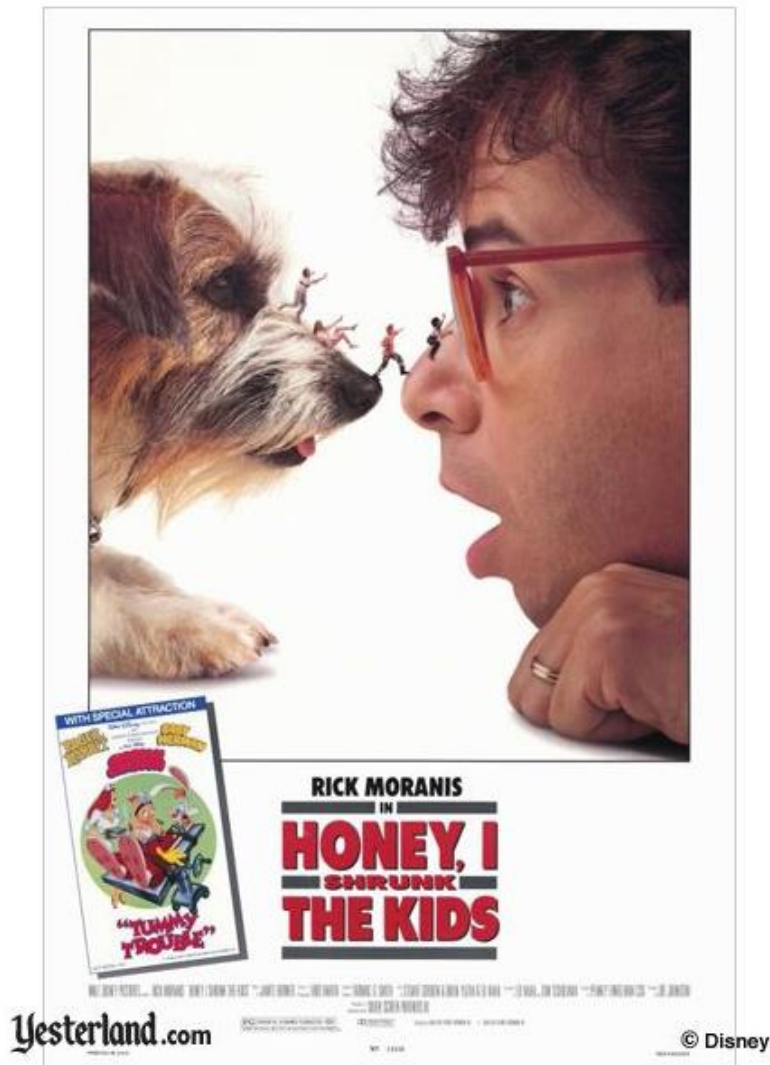
Imagination Institute logo filling the screen before the presentation

I would tell you to sit back and relax, but it's hard to relax when you're in a shower of breaking glass or when cloned white mice are scurrying on your legs—or when someone picks up the entire theater and you feel it moving.

The gags were great. The in-theater effects were great. The plot had clever surprises. What a thoroughly entertaining show!

But now that you've seen it, are you going to want to see it again and again? Next time, the surprises won't be surprises any more. Oh, it will still be fun. But, after you've seen it two or three times, you'll probably find yourself skipping it on most of your future visits to the park.

Honey, I Shrank the Audience opened at Disneyland on May 22, 1998, as part of the New Tomorrowland of 1998. It replaced Captain EO, the 3D musical space adventure starring Michael Jackson, which had closed a little over one year earlier.



© Disney 1989

*Honey, I Shrank the Kids*, the hit movie that spawned sequels and a TV series

By the time *Honey, I Shrank the Audience* opened at Disneyland in 1998, guests were familiar with Professor Wayne Szalinski and his family from two theatrical movies, one direct-to-video movie, and a TV series.

In the comedy-adventure movie *Honey, I Shrank the Kids* (1989), the Szalinski kids face perils as they cross their front lawn after being accidentally miniaturized by one of their father's inventions. In the sequel, *Honey, I Blew Up the Baby* (1992), the phrase "blew up" means a drastic increase in size, not an explosion; the Szalinski's toddler inadvertently terrorizes Las Vegas. The third visit with the Szalinski family was the direct-to-video *Honey, We Shrank Ourselves* (1997), in which the adults are ones who are miniaturized. Then there was *Honey, I Shrank the Kids: The TV Show*. The series debuted in 1997 and ran for 64 episodes, with Peter Scolari playing the role of Wayne Szalinski instead of Rick Moranis.



© Disney

Disney publicity image promising a new kind of theater experience.

Disney's publicity art for *Honey, I Shrunk the Audience* suggested that the action would pop from the screen into the audience. In a way, it did. With a series of clever 3D movie gimmicks, inventive in-theater effects, and even a motion base under the entire seating area, this 3D movie went where no 3D movie had gone before. The publicity art was a bit of an exaggeration as it showed an audience without 3D glasses threatened by the mighty tongue of the Szalinski's enlarged dog Quark.



Photo by Allen Huffman, 2006

*Honey, I Shrunk the Audience* at Epcot

*Honey, I Shrunk the Audience* was new to Disneyland, but it wasn't a new Disney attraction. It had been running at Kodak's Imagination pavilion in Future World at Epcot since November 21, 1994—back when that park was officially called Epcot '94.



MicroAdventure! at Tokyo Disneyland

Photo by Jeff Gordon-5m, 2009

At Tokyo Disneyland, Honey, I Shrank the Audience opened as MicroAdventure! on April 15, 1997. It was dubbed in Japanese, but guests who preferred English or Chinese dialog could use headphones.



Willkommen and Benvenuti! Cherie j'ai rétréci le public

Photo by Werner Weiss, 2005

At Disneyland Paris, Captain EO lasted longer than at any other park, until August 17, 1998. Honey, I Shrank the Audience!—or Cherie j'ai rétréci le public—opened March 28, 1999. The presentation was in English or French, depending on the time of day. In addition, headphones gave guests a choice of English, French, German, Dutch, Italian, or Spanish.

Although the original Disneyland in California was the third Disney park to open Honey, I Shrank the Audience, it was the first park to close it. After the final showing on January 3, 2010, Disneyland's Imagination Institute closed its doors forever.

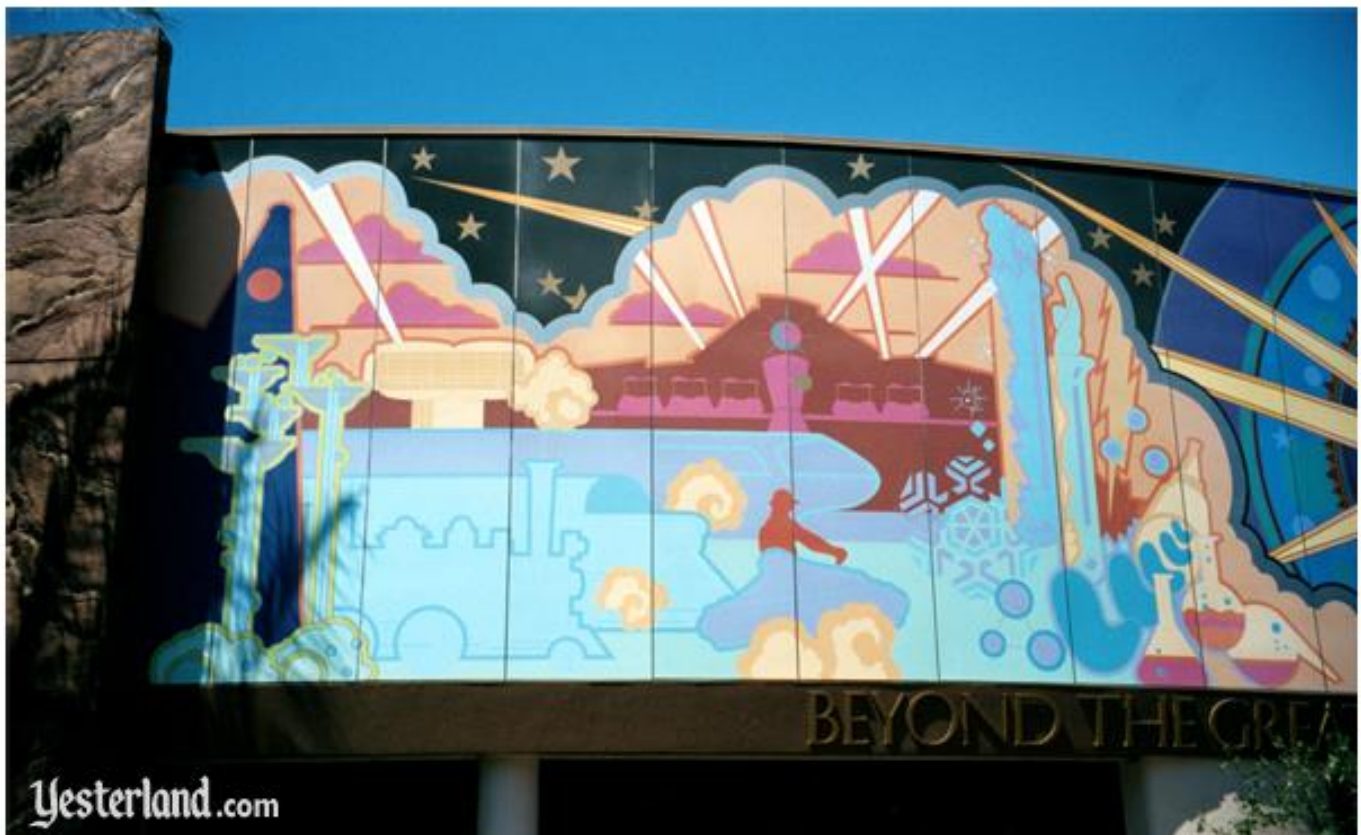
Honey, I Shrank the Audience, the attraction that replaced Captain EO, was replaced by... the return of Captain EO!



## 1998 TOMORROWLAND MURAL



Take a look at the mural above the entrance to The American Space Experience. At first glance, it's just an Art Deco design with bold shapes and an unusual color palette. But look more closely and you'll see all sorts of Yesterland park attractions, as well as a few attractions that aren't in Yesterland (yet).

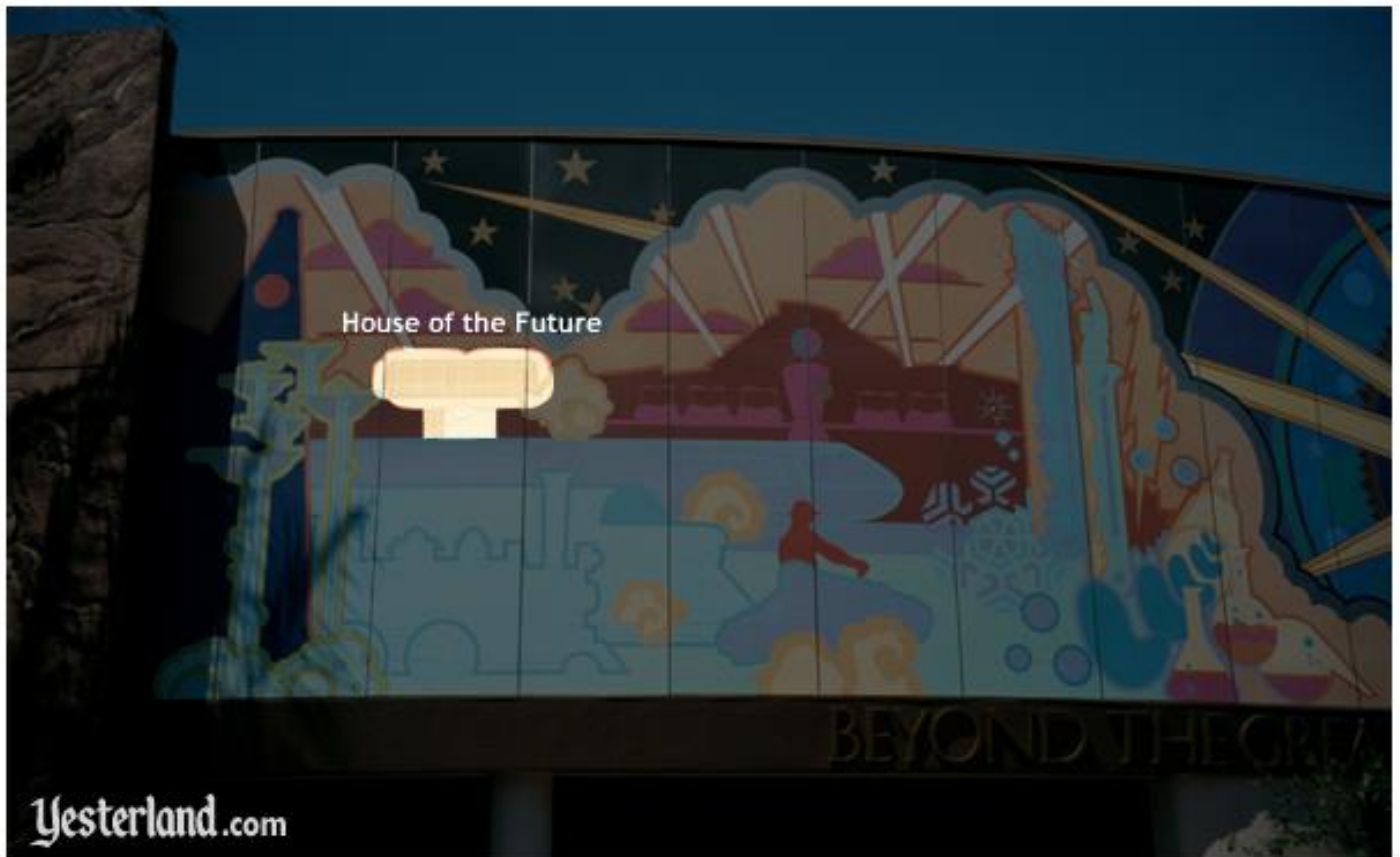


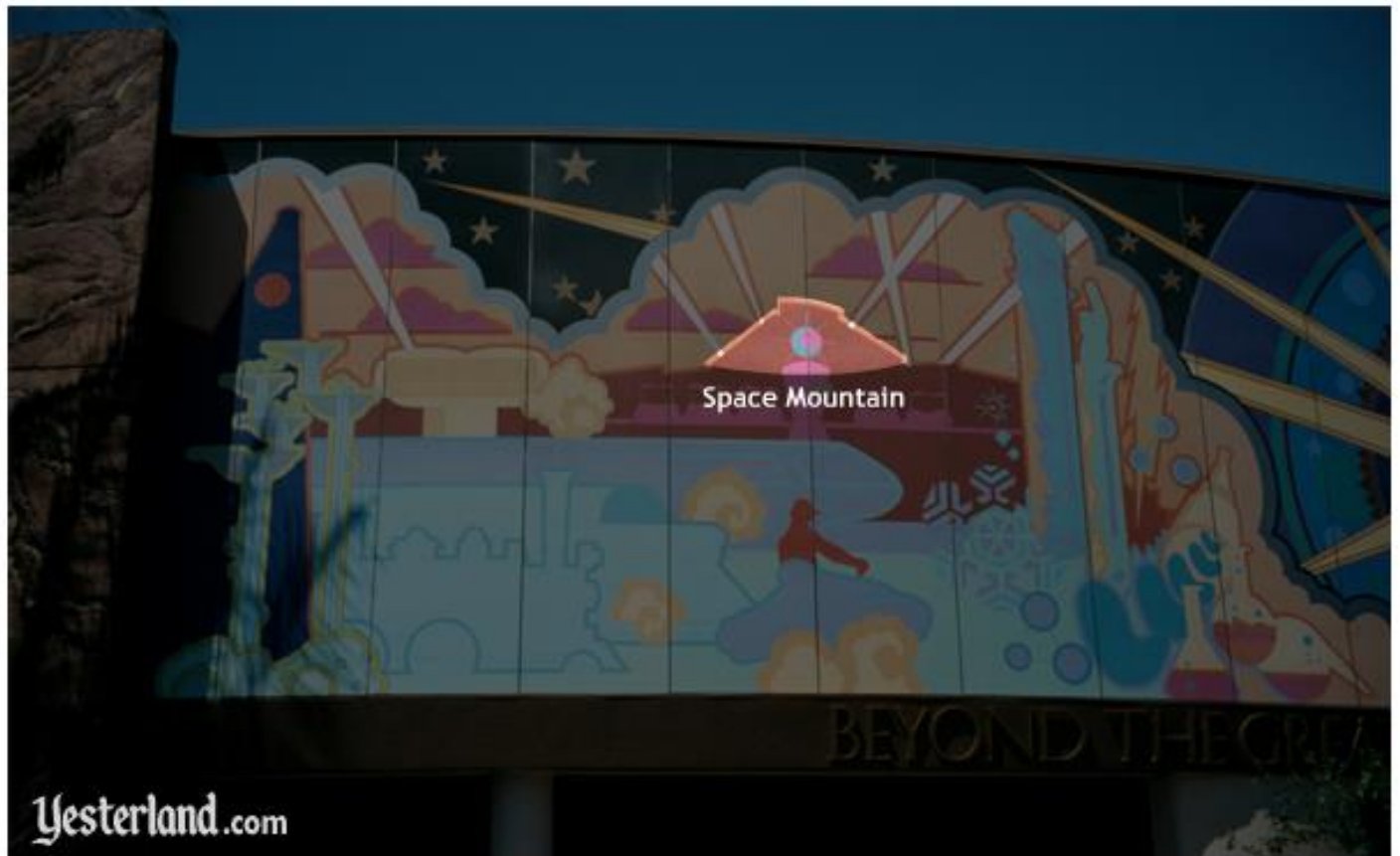
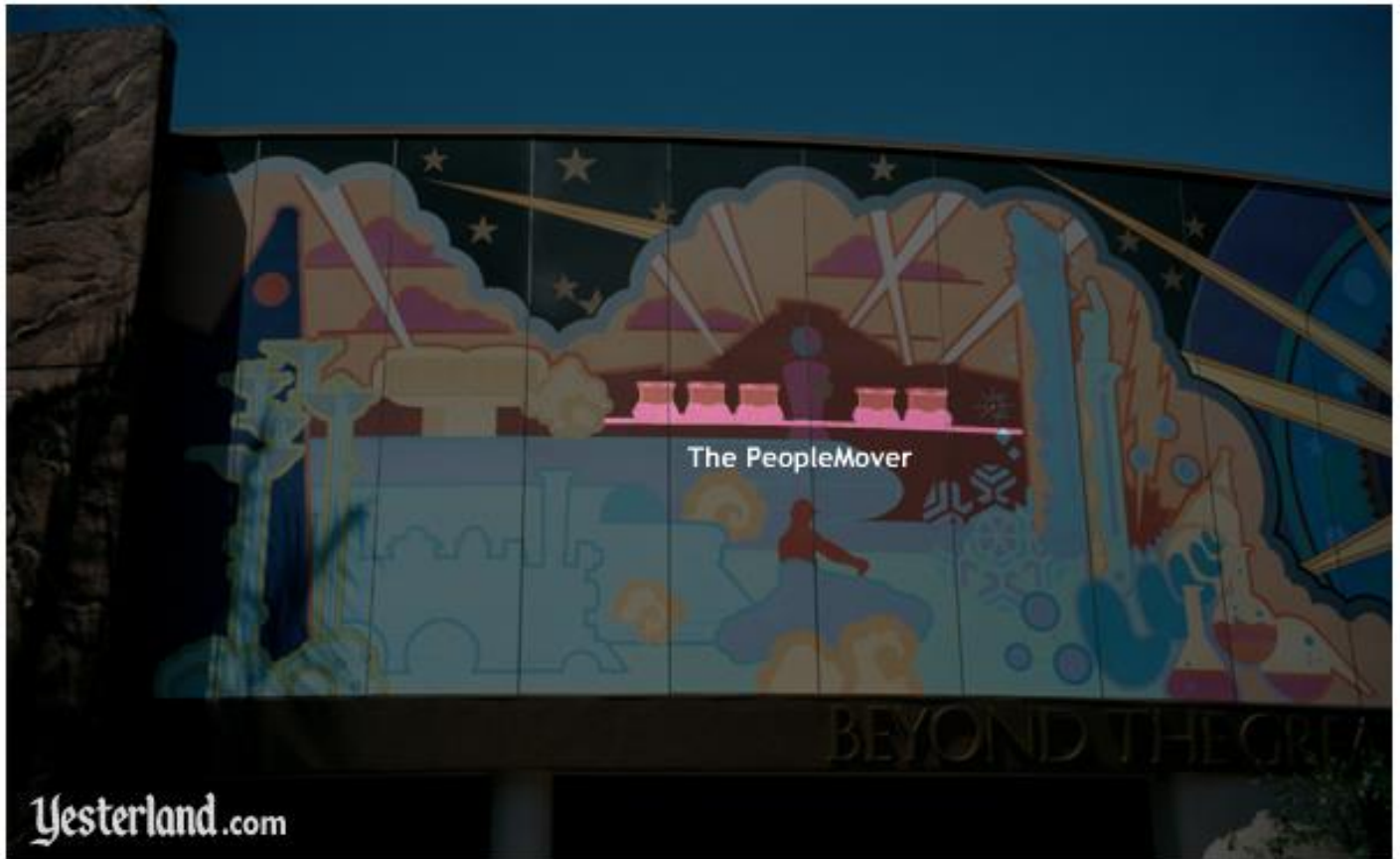
Left side of the 1998 Tomorrowland Mural.

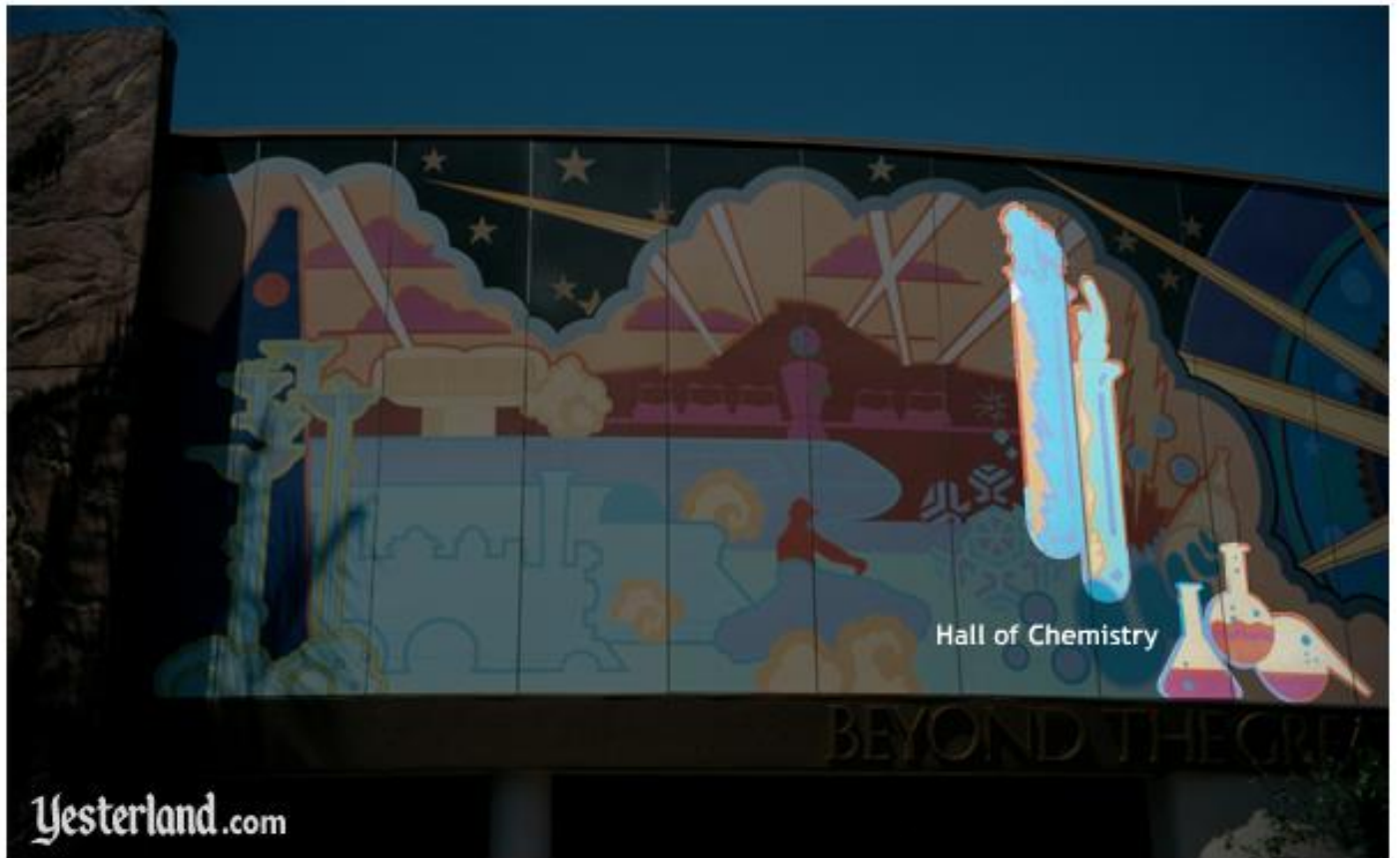
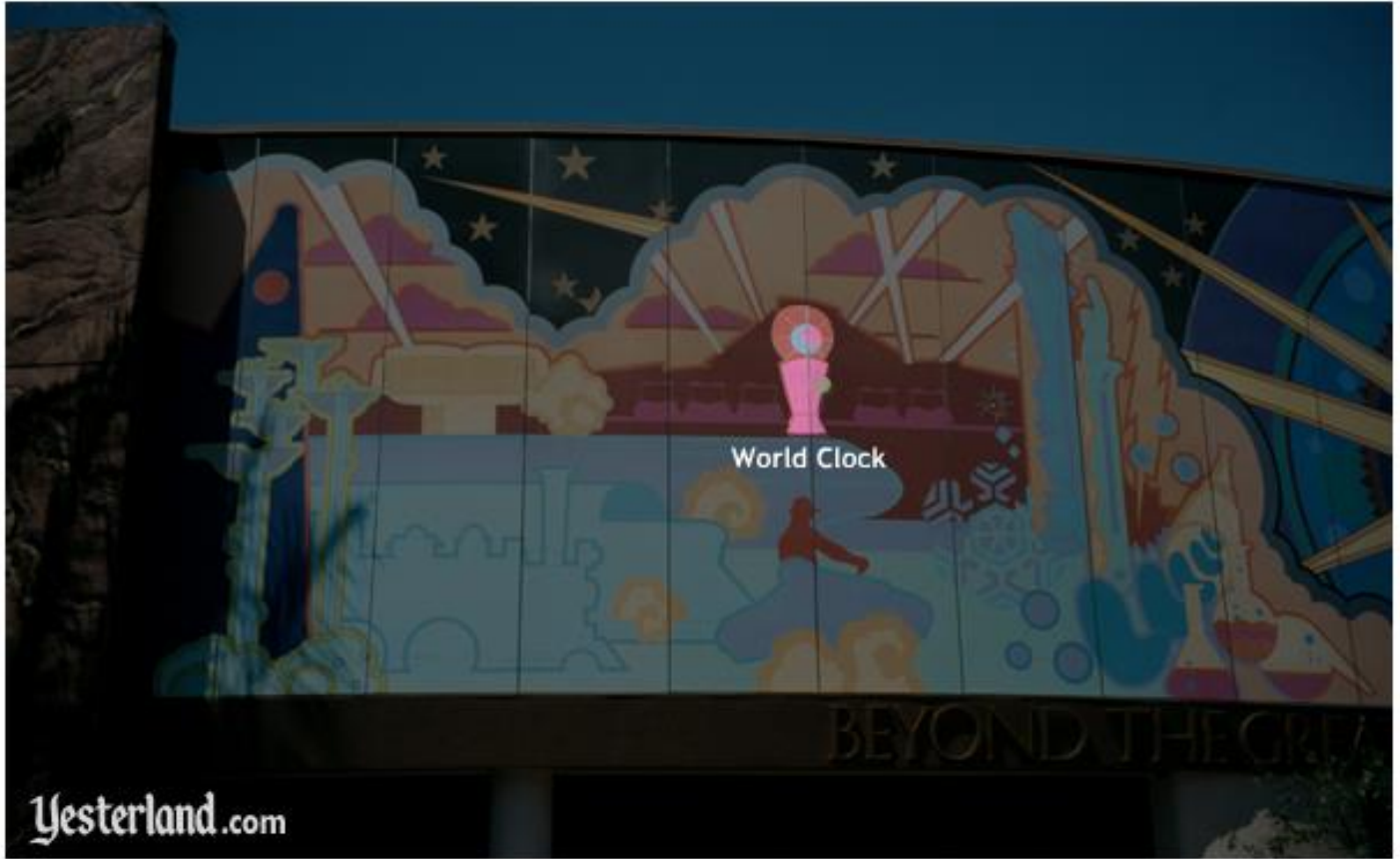


Right side of the 1998 Tomorrowland Mural.

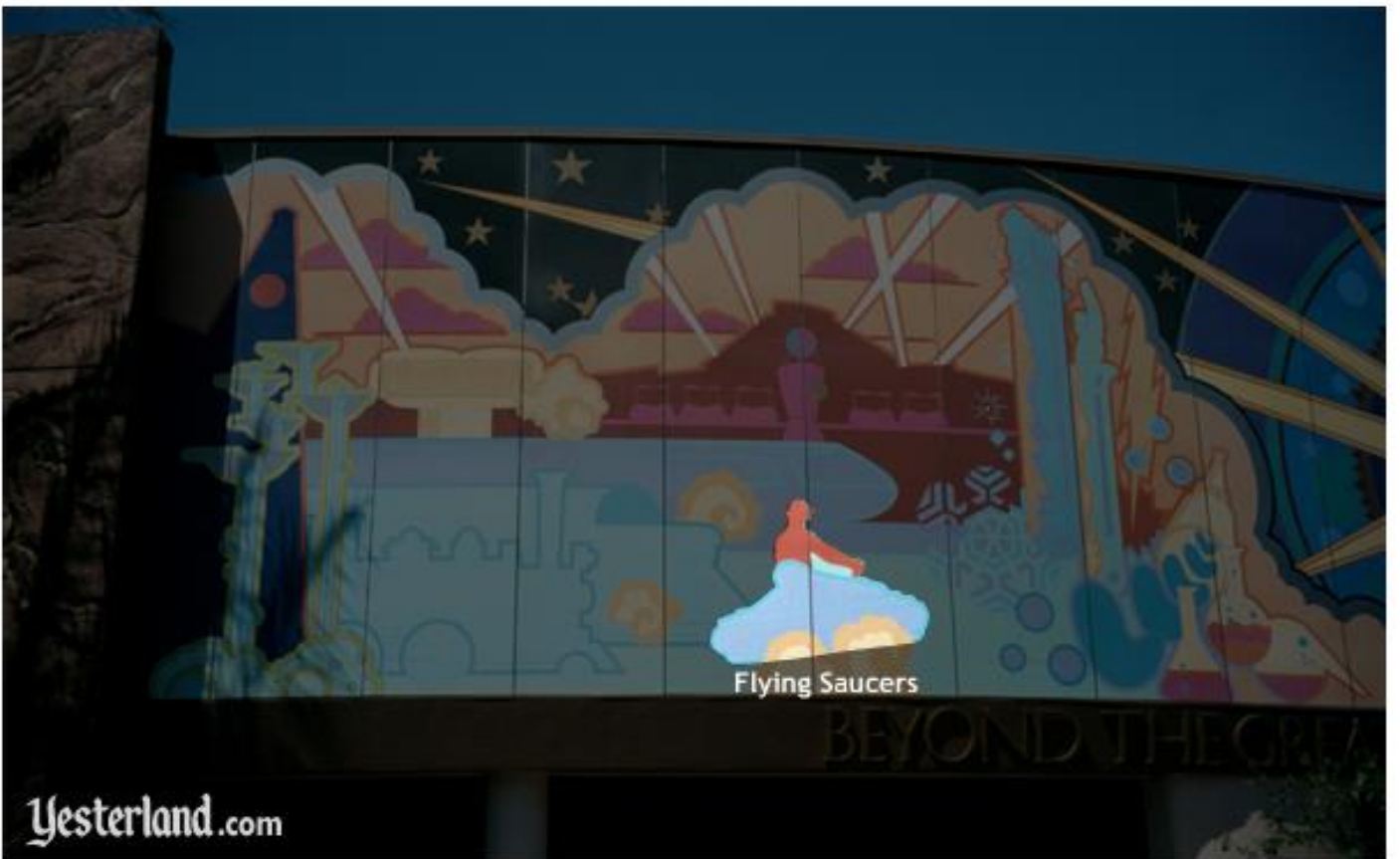
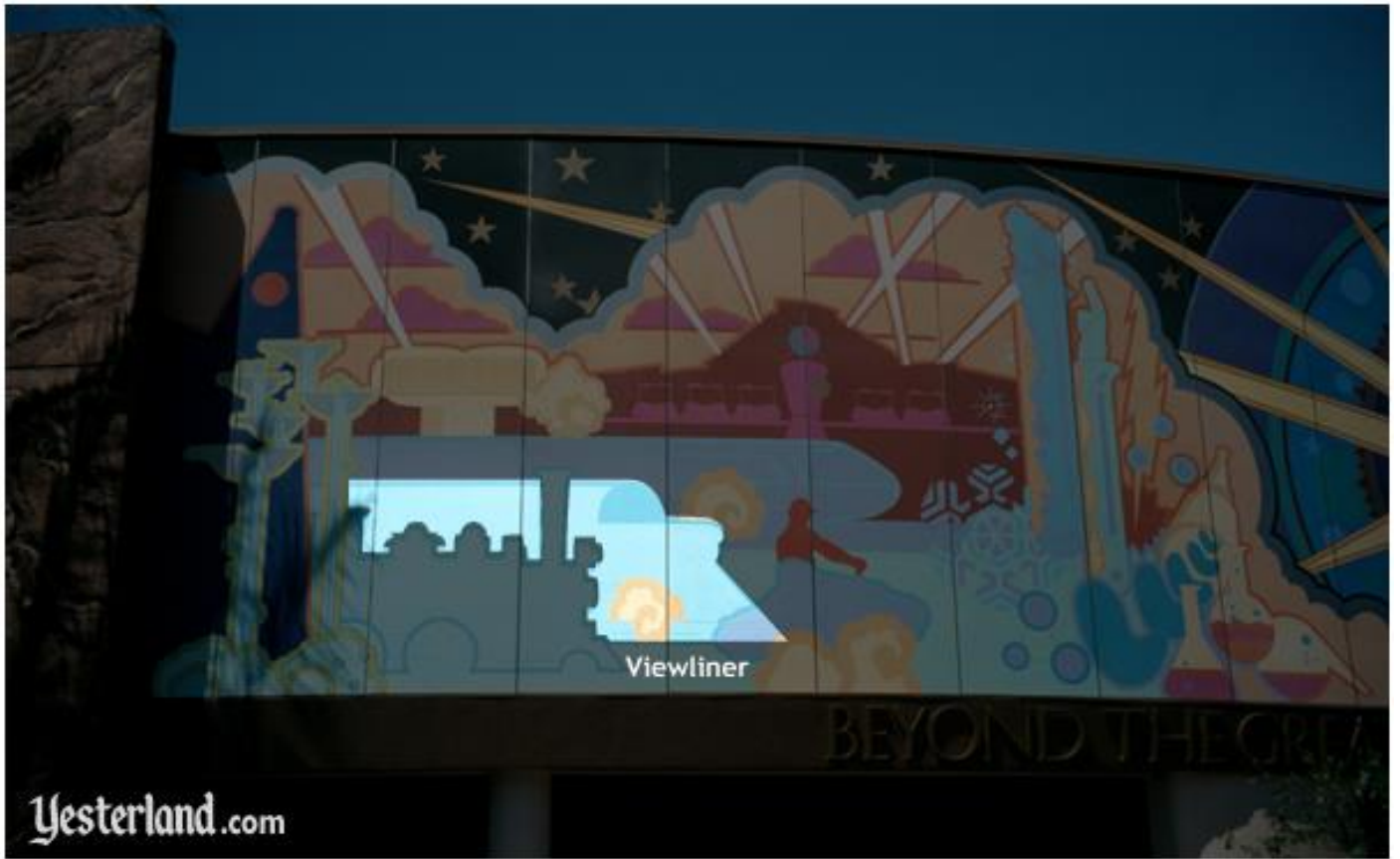
Did you find a total of fourteen attractions?

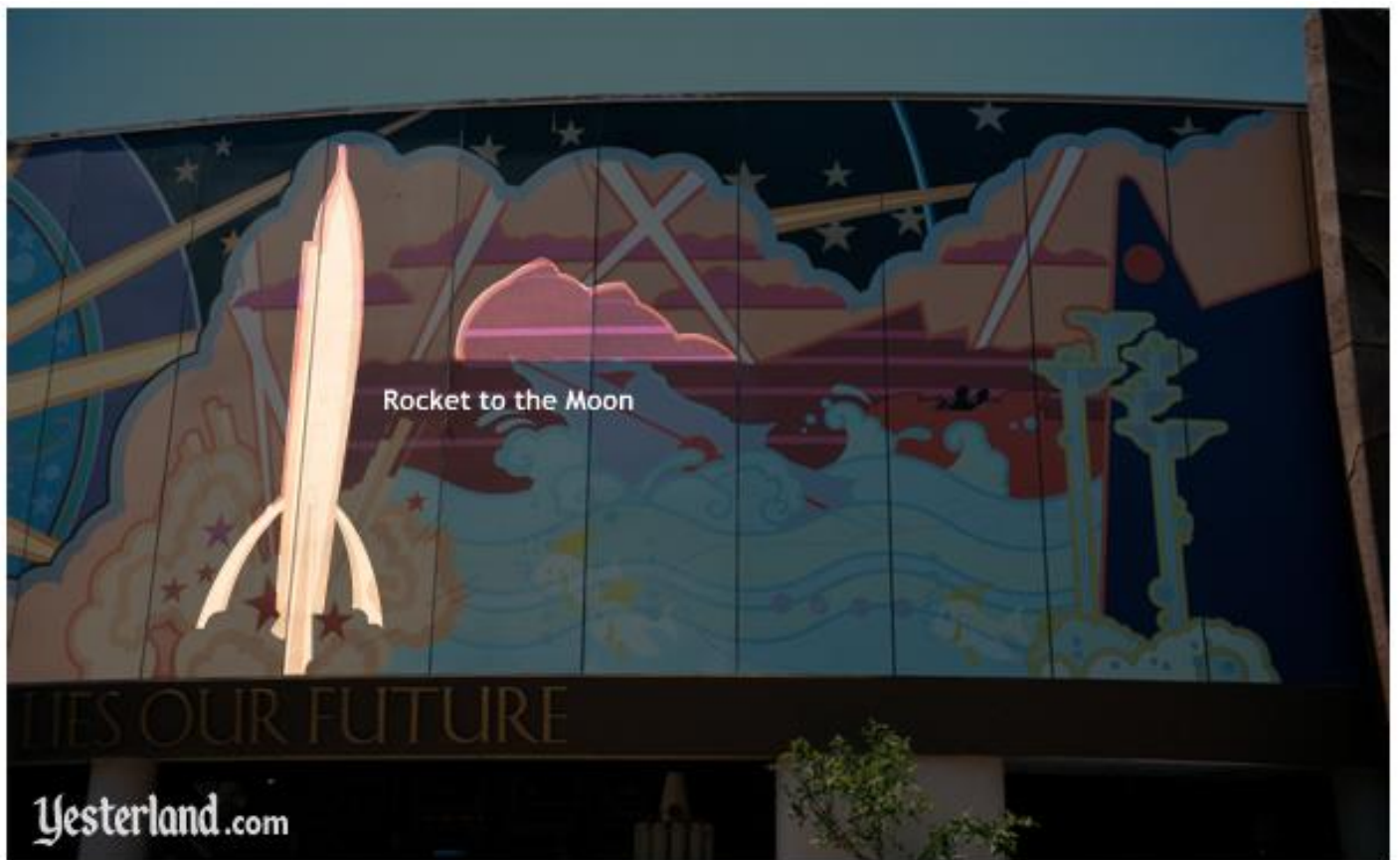


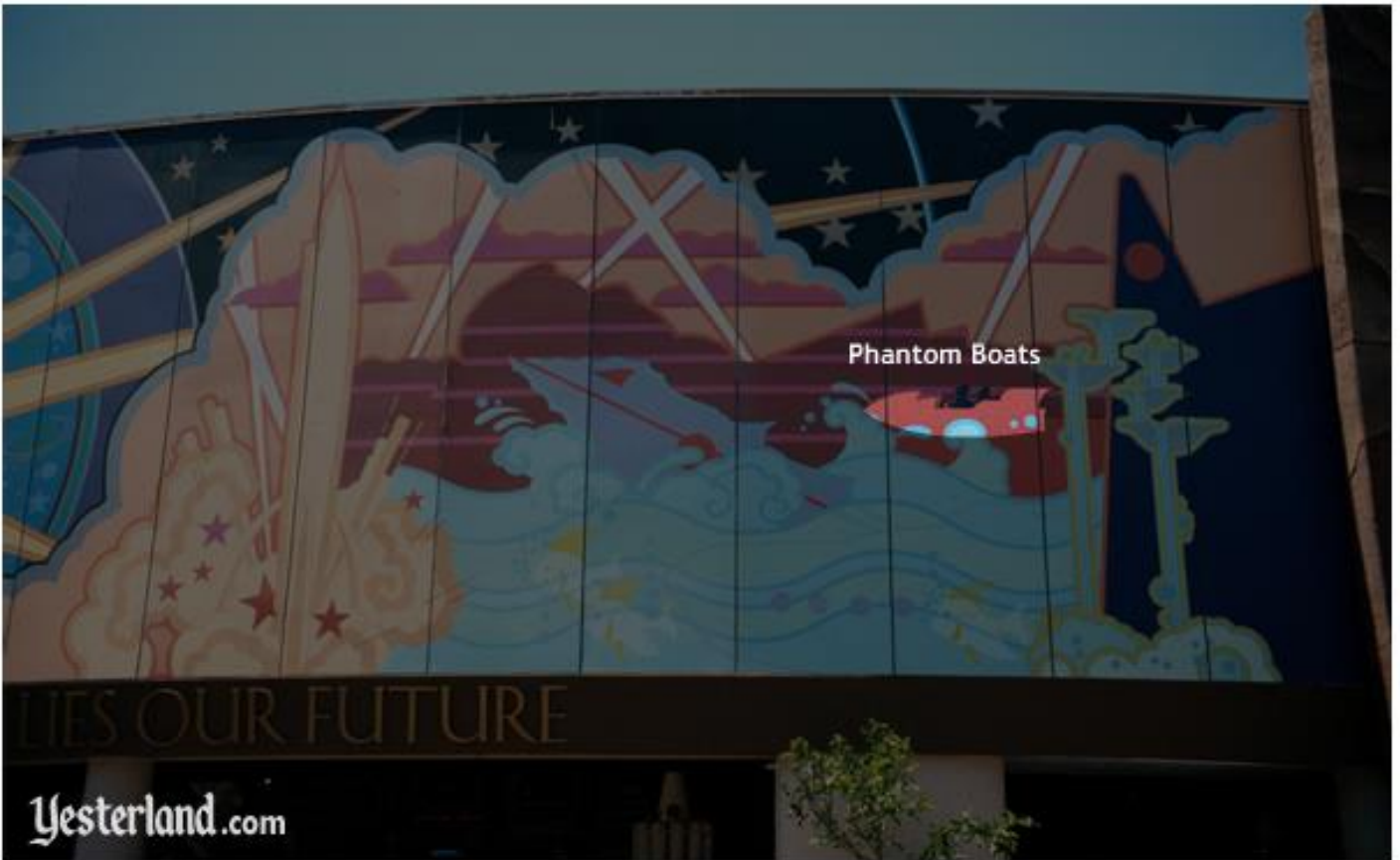




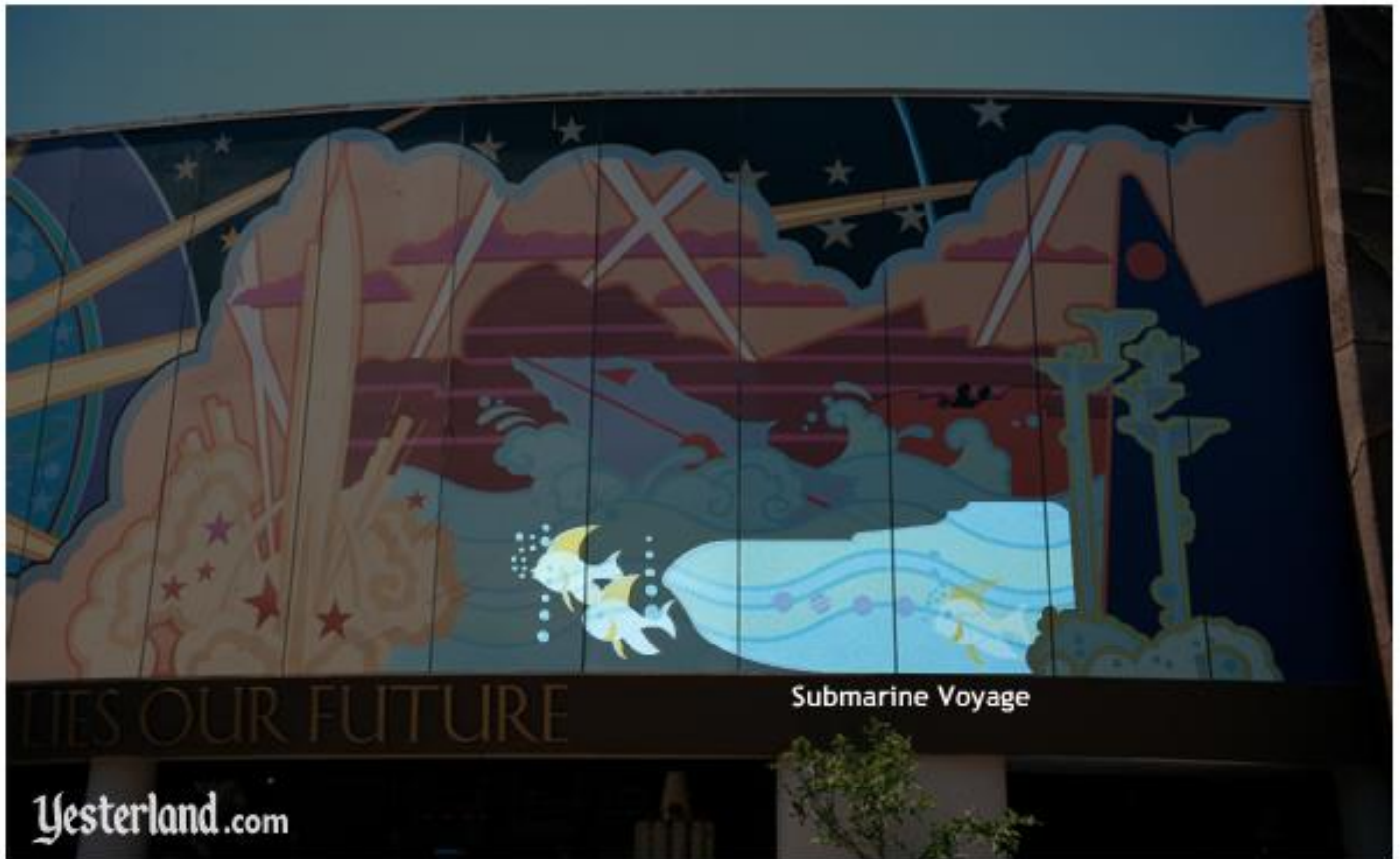












The 1998 Tomorrowland Mural premiered at Disneyland as part of the 1998 redo of Tomorrowland, which also included Rocket Rods, The American Space Experience, Innoventions, Astro Orbiter, Redd Rockett's Pizza Port, "Honey, I Shrank the Audience!" and retro Space Mountain and bronze/brown paint elsewhere in the land.

From 1967 until 1986, Tomorrowland guests had been greeted by a great work of art, consisting of two huge Mary Blair Murals facing each other. The south mural was a victim of the Star Tours attraction (1987). At that point, the north mural looked out-of-place. And, strangely enough, although the north Mary Blair mural was over three decades old, it was somehow too modern for the "future as seen from past" look that the designers of the 1998 Tomorrowland redo were trying to achieve. So the north mural became a victim of the 1998 redo. (The Star Tours mural was even more modern, but it was allowed to remain because it matched the attraction.)

The caption for the 1998 Tomorrowland Mural, an homage to Tomorrowland's past, was "Beyond the greatest star of all lies our future." However, the mural didn't have much of a future.



In 2005, this mural replaced the 1998 Tomorrowland Mural.

When Buzz Lightyear Astro Blasters went into the CircleVision building in 2005, the north mural became a space-themed companion to the Star Tours (south) mural. The two murals, both with space travel themes and a similar style, go well together. The rest of Tomorrowland lost its bronze/brown look, as painters applied shades of blue and white. The American Space Experience also disappeared. It was replaced by Store Command and the FastPass distribution area for Buzz Lightyear Astro Blasters.

There's wit to the north mural, with its Space Mountain-esque space stations and the spacecraft reminiscent of Buzz Lightyear's box in the first Disney/Pixar feature, Toy Story (1995).



If the circular space stations look familiar, there's a good reason.

## REDD ROCKETT'S PIZZA PORT



Photo by Werner Weiss, 2000

Tomorrowland takes you to the future—but some things never change. People still have to eat. It's good to know that future generations will find pizza at distant spaceports. This place is run by Redd Rockett. It's said that he's a space pilot and entrepreneur, but it seems nobody knows much about him.



Photo by Allen Huffman, 2009

The restaurant with a tailfin

Okay, this is really a theme park restaurant. Grab a tray and help yourself to pizza slices or order a whole pie. If you wish, make it a full meal, perhaps with pasta, Caesar salad, a sparkling beverage, and dessert. Find a table inside next to vintage Disneyland Tomorrowland posters or go outside to dine at the base of mighty Space Mountain.



Photo by Allen Huffman, 2017

Proudly displaying the name of the proprietor, Redd Rocket



Photo by Allen Huffman, 2005

Goofy eats here too



Photo by Allen Huffman, 2005

What's for lunch and dinner?



Photo by Werner Weiss, 2013

Pizza by the slice



Photo by Allen Huffman, 2009

Add a salad to pretend it's a healthy meal



Photo by Werner Weiss, 2013

Food stations and round tables



Photo by Werner Weiss, 2013

Decorated with vintage Tomorrowland posters



Photo by Werner Weiss, 2013

TWA Moonliner from the 1950s—much like the Moonliner at Redd Rockett's

Who would have thought that a space entrepreneur of the future would decorate his restaurant with Disneyland posters of the past?

Perhaps Redd Rockett reads Yesterland archives.

Redd Rockett's Pizza Port opened at Disneyland on May 22, 1998.

It was part of the "New Tomorrowland" of 1998, which also included Rocket Rods, the American Space Experience, Honey, I Shrank the Audience, and a copper-with-a-green-patina paint scheme for Space Mountain.

The idea for a "pizza port" with a fictional proprietor probably came from Tokyo Disneyland's Pan Galactic Pizza Port Restaurant (1989-to-present). There, Audio-Animatronic chef-owner Tony Solaroni prepares pizza on his elaborate pizza-making machine.

If there were ever plans for similar Audio-Animatronic entertainment at Redd Rockett's Pizza Port, such plans did not survive the tight budgets of Disneyland's 1998 New Tomorrowland.



Photo by Charles R. Lympany, courtesy of Chris Taylor

Same building when it was an attraction

Redd Rockett's Pizza Port reused the building that had been Flight to the Moon (1967–1975) and Mission to Mars (1975–1992). It was sad to see an attraction replaced by a quick-service eatery—but, then again, Mission to Mars had been closed for almost five years, so it was good to see the building once again open to guests.

And it was good to see the Moonliner rocket return to Tomorrowland, even if the replica was substantially smaller than the TWA Rocket to the Moon original.



Photo by Allen Huffman, 2005

Redd Rockett's Pizza Port at Disneyland in 2005



Photo by Chris Bales, 2019

Alien Pizza Planet at Disneyland in 2019

Redd Rockett's Pizza Port changed its name to Alien Pizza Planet on April 13, 2018. The new name and an accompanying interior overlay were billed as temporary for Disneyland's 2018's Pixar Fest promotion.





Photo by Allen Huffman, 2018

Temporary banner



Photo by Chris Bales, 2019

Permanent signage

The change wasn't temporary. Pixar Fest ended September 3, 2018, but Alien Pizza Planet remained. In mid-2019, new permanent exterior signage replaced the overlay signage—which had been a banner literally overlaying the Redd Rockett's Pizza Port signage.



Pizza Planet in *Toy Story* from Disney-Pixar

The change made sense. In fact, it's surprising that it was ever Redd Rockett's Pizza Port. It's not as if Redd Rockett is a beloved Disney character with a memorable Pizza Port.

Walt Disney World had Disney's *Toy Story* Pizza Planet from December 15, 1995—slightly more than three weeks after the release of *Toy Story*—until January 18, 2016. (It's now PizzeRizzo.) The building at the Studios park bore no resemblance to the “space age” eatery in the groundbreaking Disney-Pixar movie.

*Toy Story* (1995) quickly became an established hit with beloved characters and memorable scenes—including the events at the movie's Pizza Planet. In 1998, Disneyland would open a pizza restaurant in a “space age” building that, while different from Pizza Planet in the movie, also had Mid-Century Googie architecture. Yet Disneyland went with Redd Rockett.

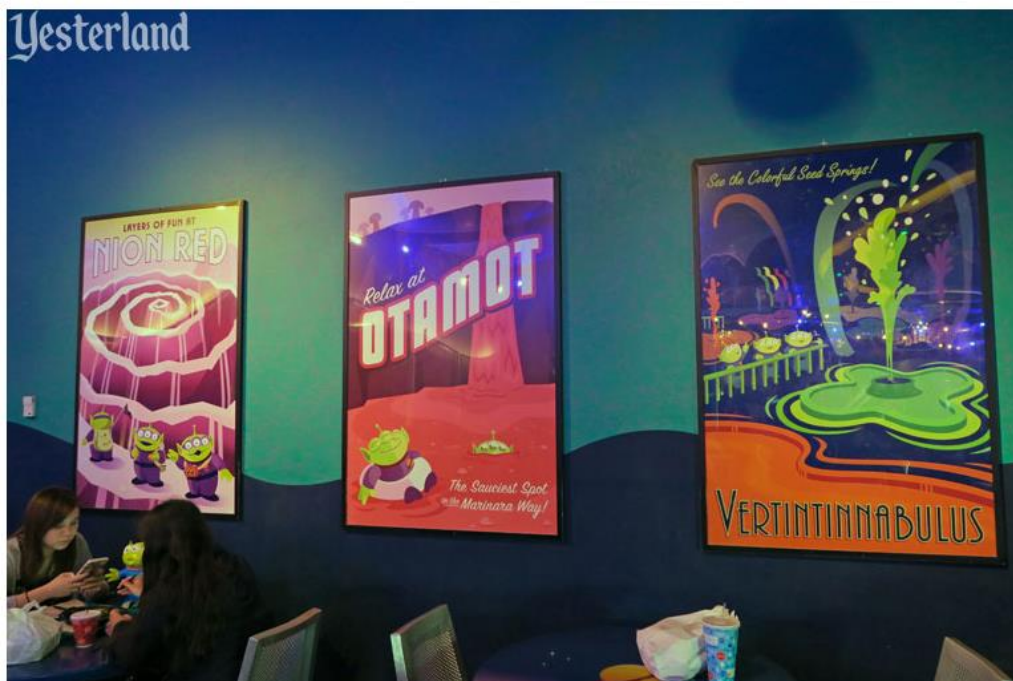


Photo by Allen Huffman, 2018

Custom posters featuring the “Little Green Men” Aliens in place of attraction posters



Photo by Allen Huffman, 2018

Updated ceiling decor

As they say, better late than never.

The changes in 2018 and 2019 sent Redd Rockett to Yesterland. But, to tell the truth, his eatery is still going strong at Disneyland, with just cosmetic changes.

# CHEVRON AUTOPIA



Photo by Allen Huffman, 2005

At Disneyland, Autopia is the lone attraction remaining from Tomorrowland's opening day—although the current incarnation bears little resemblance to the 1955 original.

Here at Yesterland, we now have the first 21st century version of Autopia—the one that opened at Disneyland on June 29, 2000. This Autopia is better than ever, thanks to Chevron, the California-based energy company known for all those TV commercials featuring the Chevron Cars.

Autopia now offers its guests three different car models. They're all convertibles—or, more accurately, open-top cars that can't be converted to anything else. Dusty is a rugged off-road vehicle. Suzy's cuteness is derived from the Volkswagen Beetle. And Sparky is a sports car, built for speed—except that the top speed for any of them is 6.5 miles per hour.

They're not actual Chevron Car characters from the TV commercials, but there's a family resemblance.



Photo by Allen Huffman, 2005

FASTPASS for Autopia at Innoventions

Autopia is a popular ride, so you might want to get a FASTPASS. The machines are on the balcony outside the lower level of Innoventions. Be sure to admire the retro-futuristic columns and spire base, with mottled brownish, greenish, copperish colors—just like Retro Space Mountain.



Photo by Werner Weiss, 2007

Themed queue and pre-show facility

The color palette of the Autopia structure complements the rest of the New Tomorrowland of 1998. This structure is brand new. Compared to the simple ground-level queue of the old Tomorrowland Autopia, it's huge. It provides more queue space and even contains a pre-show.



Photo by Allen Huffman, 2001

Animated Chevron Cars

In the round part of the structure, look into the display windows. Talking, animated Chevron cars within dimensional sets try to entertain you. But if you're like most guests, you'll ignore them. There are too many people talking loudly around you to hear the dialog. You're not missing much.



Photo by Allen Huffman, 2004

### Video screen

A stadium-sized video screen offers more entertainment while you wait. Much of what you're shown is simple comic strip panel dialog. You might see some of these:

Suzy: "When does an Autopia car stop driving?"  
Sparky: "When it's brake time."  
They both laugh.

Suzy: "Why did the car cross the road?"  
Sparky: "To give the chicken a ride back."  
They both laugh.

Suzy: "What holds up an engine's pants?"  
Dusty: "I don't know, what?"  
Suzy: "A fan belt!"  
They both laugh.

Suzy: "What is your favorite musical?"  
Dusty: "Grease!"  
They both laugh.

Suzy: "What is a car's favorite part of an orchestra?"  
Sparky: "The horn section."  
They both laugh.

There are also road condition messages, such as, "SPILLED LOAD OF STRAWBERRY PRESERVES," followed by the flashing warning, "ROAD JAMMED."

And watch for movie announcements, including this one:

COMING SOON  
THE HATCHBACK OF NOTRE DAME  
The Story of QuasiMOTOR and his CARgoyle friends

It's a good thing this is only pre-ride entertainment, not the actual attraction.

Need more to keep busy? Read the circular signs above the handrails.



Photo by Werner Weiss, 2010

Fun facts while you're waiting



Photo by Werner Weiss, 2007

Lots of lanes for loading

It's almost time to get into your Autopia car. If you have a strong preference for a Suzy, Dusty, or Sparky car, now is the time to make your request to a Cast Member.



Photo by Werner Weiss, 2010

“Route 55”—homage to *Autopia* as an opening day attraction

You're on your way. Put the pedal to the metal. Your car reaches its top speed of 6.5 miles per hour. That's almost 10.5 kilometers per hour.

The steering wheel is functional. But in the tradition of all of Disneyland's *Autopia* cars since the mid-1960s, a guide rail prevents you from veering out of your lane.



Photo by Allen Huffman, 2005

“Vintage” Chevron billboard



Kids who aren't old enough for a driver's license love this ride. But it's fun even if you're someone who already spends too much time behind the wheel. It's like being a kid again.

There's plenty of scenery along the way, including little signs, big signs, and even a bronzed Midget Autopia car. A Mark V Monorail train sweeps by overhead—going not much faster than your car, as it makes the tight turns of this part of its track.



Photo by Werner Weiss, 2007

#### Off-road section

There's even a part of the roadway where the smooth pavement gives way to a rough off-road experience. Dusty probably likes this part of the route the best.

The end of the ride simulates another real-world experience—the traffic jam. Your ride is over, but you can't get out of your Dusty, Suzy, or Sparky yet. Keep inching forward.

But don't hit the car in front of you. For the baby boom generation, such collisions were the best part of the ride. Now they're forbidden.



Photo by Allen Huffman, 2001

Approaching the end of the ride



Photo by Allen Huffman, 2001

Traffic jam



Photo by Allen Huffman, 2005

Colorful cars waiting for the unloading zone

Your ride is over. But wait. There's more—your chances to get a commemorative Autopia driver's license and to buy Autopia merchandise.



Photo by Werner Weiss, 2010

Driver's license photos



Photo by Allen Huffman, 2008

Licenses free. Photos not free.



Photo by Allen Huffman, 2007

Gift shop, of course

As with all outdoor attractions, the experience at night is quite different. So be sure to return after dusk.

Chevron thanks you and hopes that when you're back in your real car, you'll fill your tank with Chevron with Techron.



Photo by Allen Huffman, 2008

#### Different at night

As already noted, Autopia was an opening day Disneyland attraction (as Autopia Freeway). It was also sponsored by a gasoline company, Richfield Oil, from 1955 to 1970.

Over the years, Tomorrowland Autopia saw many changes—including a new track when the Submarine Voyage was built, the addition of Fantasyland Autopia (1959 to 1999) nearby, and new fleets of cars several times.

But arguably the biggest change was the one that led to Autopia, presented by Chevron.

In late 1998, Chevron Corporation issued a press release announcing that it had entered into a multi-year agreement with Disneyland:

ANAHEIM, Calif., Oct. 29, 1998 — The Disneyland Resort announced today a joint 13-year marketing, promotion and sponsorship agreement with Chevron that will update and improve Disneyland's Autopia attraction. Terms of the agreement were not disclosed.

The remodeled Autopia, tentatively scheduled to open in mid-2000, will feature new visual show elements, restyled cars, the introduction of an entertaining pre-show area, and the combined use of the Fantasyland Autopia and Tomorrowland Autopia roadways into a single attraction. Guests will enter the attraction through a new boarding area in Tomorrowland.

"We're very excited to have Chevron join us in refurbishing one of our guests' all-time favorite attractions," said Paul Pressler, Disneyland President. "Autopia is a simple and magical experience that allows both children and adults to get behind the wheel of a car, some of them for the very first time, and go for a cruise along the highways of Tomorrowland."

The press release went on to describe the expected changes.



AUTOPIA 2000 -- The Disneyland Resort in Southern California and the Chevron Corporation have announced a plan to update and improve the popular Disneyland Autopia attraction. The new Autopia (pictured in this conceptual drawing) will feature all new "pre-show" entertainment for Disneyland guests in line, new cars with distinctive personalities, and an expanded track which will combine the tracks of the present Tomorrowland and Fantasyland Autopias at Disneyland.

© Disney  
1998 Disneyland ®

Chevron press release image, 1998 © Disney

### WDI concept rendering

When the 13-year agreement ended in 2012, Chevron did not renew. Disney removed the many Chevron logos that had been scattered throughout the attraction. Otherwise the unsponsored Autopia remained essentially the same.

Autopia closed for a major renovation on January 11, 2016. There was no official word what the closure would bring, although word on the Internet was that Honda would become the sponsor.

The Internet was right. A press release from Honda made it official:

TORRANCE, Calif., Mar 29, 2016 — Honda today announced its sponsorship of the classic Disneyland Resort Autopia attraction, which dates back to the opening day of Disneyland Park in 1955, and allows guests to get behind the wheel of a car and cruise on a winding road trip. The company also committed to the continuation of a multiyear strategic alliance with Disneyland Resort.

"Autopia has brought joy to generations of families and has created lasting memories for millions of Disneyland guests," said Takuji Yamada, president & CEO of American Honda Motor Co., Inc. "Honda is proud to sponsor this iconic attraction and continue our alliance with Disneyland Resort."

Honda's sponsorship of Autopia will include an update to the attraction's look and storyline that has begun and will continue over the next several months. The attraction is already "Honda powered," as the cars use Honda engines.

"The updates to Autopia provide a perfect opportunity to showcase our long-standing relationship with Honda, and we look forward to sharing the attraction with our guests later this year," said Michael Colglazier, president of the Disneyland Resort.

The Autopia sponsorship extended a marketing alliance that began in 2005 with Honda's sponsorship of Disneyland Park's fireworks, Grad Nite events, and Honda's show featuring ASIMO that had been in Innoventions.



Photo by Allen Huffman, 2004

Eight-cylinder sign with Chevron Logo (2000 - 2012)



Photo by Chris Bales, 2012

Eight-cylinder sign with checkered flag instead of Chevron logo (2012 - 2015)



Photo by Allen Huffman, 2001

Paint scheme matching the 1998 Tomorrowland style



Photo by Chris Bales, 2016

Paint scheme matching current Tomorrowland style



Autopia quietly reopened April 29, 2016. The 1998 look was finally gone. The queue structure took on Tomorrowland's palette of silver, grays, and blues.



Photo by Chris Bales, 2016

Former Sparky car, repainted and with a Honda hood emblem

The formerly colorful and cartoonish cars from the Chevron era have been repainted in official Honda colors, such as White Diamond Pearl and Kona Coffee Metallic. Who knew that they would “clean up” so well?

The stadium-sized video screen no longer has its original Chevron era programming. As of early May 2016, the Honda changeover is still underway. The changes of 2016 won't be as major as those of 2000, but Autopia is ready for another generation of future motorists.

## CLUB BUZZ



Photo by Allen Huffman, 2001

The sign reads, “Club Buzz, Lightyear’s Above the Rest.” Let’s start with the obvious question. Why is there an apostrophe?

Perhaps the apostrophe indicates a contraction, and the phrase means “Lightyear is above the rest.”

Then again, an apostrophe and an “s” can make a noun or proper noun possessive, so the meaning could be “Above the Rest, owned by Lightyear.”

Surely, this fine establishment did not make the common mistake of inserting an errant apostrophe before an “s” for pluralization



Photo by Allen Huffman, 2001

Umbrellas, tables, and the stage in the “down” position

The apostrophe really doesn't matter. What matters is that you could spend all day here—breakfast, lunch, snacks, dinner, daytime entertainment, evening entertainment, and even dancing.

Let's start with breakfast.



Club Buzz breakfast menu

Photo by Allen Huffman, 2005



Decor above the quick-service windows

Photo by Allen Huffman, 2002



Sunrise Breakfast

Photo by Allen Huffman, 2005

Looks good, eh? The \$6.99 breakfast at Club Buzz even includes a breakfast beverage. Usually that means coffee, but for some people that means a tall Diet Coke.



Morning and afternoon show times

Photo by Allen Huffman, 2001



Keep off

Photo by Allen Huffman, 2005

The daytime show is Calling All Space Scouts... a Buzz Lightyear Adventure. According to the official park website, here's what to expect:

Be dazzled by a hilarious action-packed show hosted by our favorite space-age hero, Buzz Lightyear.

- Buzz appears along with his co-stars Space Cadet Starla, the Little Green Men from outer space and the nefarious Emperor Zurg
- This musical space odyssey is presented several times daily
- Accompanied by an out-of-this-world food menu



Photo by Allen Huffman, 2001

Space Cadet Starla



Photo by Allen Huffman, 2001

Kids sit in front



Photo by Allen Huffman, 2001

The Little Green Men, Space Cadet Starla, and Buzz Lightyear himself



Photo by Allen Huffman, 2001

Emperor Zurg

So far, you've had breakfast and you've seen a show. Are you ready for lunch? If you're not hungry yet, take a ride on the nearby Autopia Presented by Chevron first.

Try the Solar Fried Chicken Basket or the Cosmic Fish Basket. The chicken isn't really fried by the sun, and the fish is from Earth's oceans, not from the cosmos beyond Earth. But they're both pretty good.



Service windows

Photo by Allen Huffman, 2004



What looks good to you?

Photo by Allen Huffman, 2004

Unless you eat very slowly, you'll probably want to spend time somewhere else before the evening entertainment begins.

Then catch Papa Doo Run Run, a California surf band. Perhaps you remember Papa Doo Run Run as Disneyland's "celebrity house band" from 1975 to 1990.



Photo by Allen Huffman, 2005

Evening entertainment too



Photo by Allen Huffman, 2005

Papa Doo Run Run on the Club Buzz stage



Photo by Allen Huffman, 2005

The Club Buzz stage, descending at the end of a set



Photo by Allen Huffman, 2005

The Club Buzz stage, all gone!



Photo by Allen Huffman, 2005

Sharing the stage with Papa Doo Run Run at night



Come back after dark for dancing. Catch another set from Papa Doo Run Run. If you don't want to dance yourself, hang around until the characters dance.

Club Buzz—Lightyear's Above the Rest Restaurant opened at Tomorrowland in Disneyland Park on June 30, 2001.

Club Buzz was one of many updates to Tomorrowland Terrace, which had opened July 2, 1967—with quick-service food windows, open-air dining tables, a dance floor, and a space-age ascending/descending bandstand for live entertainment. Despite numerous name changes, renovations, decor updates, and new menus, it's still essentially the same today as it was more than 50 years ago.

The names have been:

- Coca-Cola Refreshment Garden (announced name prior to opening)
- Coca-Cola Tomorrowland Terrace (beginning July 1967)
- Tomorrowland Terrace, Hosted by Coca-Cola (beginning 1987)
- Tomorrowland Terrace (beginning 1998)
- Club Buzz—Lightyear's Above the Rest (beginning June 2001)
- Tomorrowland Terrace (beginning September 2006)
- Galactic Grill (beginning November 2015)



Photo by Chris Bales, 2000

Tomorrowland Terrace in 2000, before Club Buzz

The 1998 version of the Tomorrowland Terrace bandshell had a different top. Although there was a show based on Toy Story 2 (1999) in 2000, it was not yet Club Buzz.



Photo by Werner Weiss, 2013

Tomorrowland Terrace stage topper after the end of Club Buzz

In 2006, Club Buzz reverted back to its previous name, Tomorrowland Terrace.



Photo by Werner Weiss, 2013

Impressive at night, with the stage in its descended position



Photo by Werner Weiss, 2016

### *Star Wars* overlay that began in 2015

In November 2015, as part of Disneyland's "Season of the Force" promoting *Star Wars: The Force Awakens*, the Tomorrowland Terrace was renamed the Galactic Grill. *Star Wars*-themed menu items included the Jedi Order Grilled Chicken Sandwich and the First Order Specialty Burger. Desserts included the Darth by Chocolate parfait and The Pastry Menace.

It's still the Galactic Grill.

But it's probably safe to say there will be another name change in the future.

## OTHER ATTRACTIONS



The Tomorrowland Spaceman welcomes you to the past world of the future.

Over the years, Disneyland's Tomorrowland section has been the best source of attractions for Yesterland. In addition to the Yester Tomorrowland attractions listed in this book, there are plenty of others. And even this list is incomplete.

### **Space Station X-1** (1955-1960)

Circle the Earth from fifty miles up in this "Satellite View of America."

### **Circarama** (1955-1966)

Experience the predecessor of CircleVision-360, sponsored first by American Motors and later by the Bell System.

### **Phantom Boats** (1955-1955)

Who says only cars can have tail-fins? Take a cruise around the Tomorrowland Lagoon.

### **The World Beneath Us** (1955-1960)

View a "fast-paced animated history of man's quest for energy" presented by Richfield.

### **20,000 Leagues Under the Sea** (1955-1966)

Walk through actual sets from the classic movie. Watch out for the giant squid.

### **Flight Circle** (1955-1966)

Watch a demonstration of gasoline-powered model planes, cars, and boats.

**Hall of Aluminum Fame** (1955-1965)

Visit the exhibit where Kaiser Aluminum teaches you about... Kaiser Aluminum.

**Color Gallery** (1956-1960)

Allow Dutch Boy Paints to show you "Our Future in Colors."

**Astro-Jets** (1956-1966)

Take a spin. It's like Dumbo with rockets instead of elephants.

**Bathroom of Tomorrow** (1956-1960)

Presented by Crane.

**House of the Future** (1957-1967)

Walk through Monsanto's plastic house for a peak at how technology will change the way you live.

**Viewliner** (1957-1958)

Take a ride on a streamlined train powered by Oldsmobile V-8 "Rocket" engine.

**Art of Animation** (1960-1966)

Learn how Disney makes animated movies. Buy a genuine production cel for \$2.

**Fashions and Fabrics Through the Ages** (1965-1966)

See the history of women's attire from the stone age to the space age in this exhibit by Monsanto.

**America the Beautiful in CircleVision-360** (1967-1984)

Let the Bell System surround you with nine huge screens for a journey through the United States.

**General Electric Carousel of Progress** (1967-1973)

Take a seat in the revolving theater for a four-act look at an American household; then go up the Speedramp to Progress City.

**Flight to the Moon** (1967-1974)

Enjoy this updated version of Rocket to the Moon, complete with a Mission Control pre-show.

**Mission to Mars** (1975-1992)

Now that people have actually walked on the moon, wouldn't you rather head for Mars?

**Magic Journeys** (1984-1986)

View a delightful 3-D movie direct from the Kodak pavilion at Yester-Epcot.