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Project:

«Disneyland Resort Paris»

Tyumen

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**Presentation Disneyland Resort Paris**

**Good afternoon ladies and gentlemen. My name is Tatiana. I’m a third year student. Today I’d like to say a few words to you about Disneyland Resort in Paris.**

Disneyland Resort Paris is a holiday and recreation resort in Marne-la-Valle, a new town in the eastern suburbs of Paris, France. The complex is located 32 km from the centre of Paris and lies for the most part on the territory of the commune of Cheesy.

Disneyland Resort Paris features two theme parks, an entertainment district and seven Disney-owned hotels.

**Hotels, recreation and restaurants**

In order to control a maximum of the hotel business, it was decided that 5,000 Disney-owned hotel rooms would be built within the complex. In March 1988, Disney and a council of architects decided on an exclusively American theme in which each hotel would depict a region of the United States.

29 restaurants were built inside the park. Menus and prices were varied with an American flavour predominant and Disney's precedent of not serving alcoholic beverages was continued in the park.

**Recruitment**

Unlike Disney's United States theme parks, Euro Disney aimed for permanent employees as opposed to seasonal and temporary part-time employees.

**The complex**

Disneyland Resort Paris encompasses 19 km2, including resort hotels, nightclubs, a golf course, a railway station and theme parks, there are: *Disneyland Park and Walt Disney Studios Park.*

Also it includes an entertainment district which calls The Disney Village and it contains a variety of restaurants, bars, shops and other venues and stays open after the parks close.

**Hotels**

The complex features seven Disneyland Resort Paris hotels. The Disneyland Hotel is located over the entrance of the Disneyland Park and is marketed as the most prestigious hotel on property. A body of water known as Lake Disney is surrounded by Disney's Hotel New York, Disney's Newport Bay Club and Disney's Sequoia Lodge. Disney's Hotel Cheyenne and Disney's Hotel Santa Fe are located near Lake Disney, Disney's Davy Crockett Ranch is located in a woodland area outside the resort perimeter.

**As to Transport**

A railway station, Marne-la-Vallйe - Chessy, with connection to the suburban RER network and the TGV high-speed rail network is located between the theme parks and Disney Village. Free shuttle buses provide transport to all Disney hotels and Associated Hotels.

Disneyland Resort Paris is an embodiment Walt Disney’s imagination and a subject of dreams of all children in the world. The Disneyland is the best place for rest with children in France.

**That’s all I wish to say, thank for your listening, and I’d be happy to answer any questions.**

**Disneyland Resort Paris**

**Disneyland Resort Paris** is a holiday and recreation resort in Marne-la-Valle, a new town in the eastern suburbs of Paris, France. The complex is located 32 km (20 miles) from the centre of Paris and lies for the most part on the territory of the commune of Cheesy.

Disneyland Resort Paris features two theme parks, an entertainment district and seven Disney-owned hotels. Operating since April 12, 1992, it was the second Disney resort to open outside the United States (following Tokyo Disney Resort), and the first to be owned and operated by Disney. With 14.5 million visitors in the fiscal year of 2007, it is one of Europe's leading tourist destinations.

Disneyland Resort Paris is owned and operated by French company Euro Disney S.C.A., a public company of which 39.78% of its stock is held by The Walt Disney Company, 10% by the Saudi Prince Awaked and 50.22% by other shareholders. The park is run by chairman and CEO Karl Holz.

The complex was a subject of controversy during the periods of negotiation and construction, when a number of prominent French figures voiced their opposition and protests were held by French labors unions and others. A further setback followed the opening of the resort as park attendance, hotel occupancy and revenues fell below projections. Partly as a result of this, the complex was renamed from **Euro Disney Resort** to **Disneyland Paris** in 1995. In July of that year, the company saw its first quarterly profit.

A second theme park, Walt Disney Studios Park, was opened to the public on March 16, 2002.

**Background & development**

Following the success of Disneyland in Anaheim, California and Walt Disney World in Lake Buena Vista, Florida, plans to build a similar theme park in Europe emerged in 1972. Upon the leadership of E. Cardon Walker, Tokyo Disneyland opened in 1983 in Japan with instant success, forming a catalyst for international expansion. In late 1984 the heads of Disney's theme park division, Dick Nunis and Jim Cora, presented a list of approximately 1,200 possible European locations for the park.[1]

By March of 1985, the number of possible locations for the park had been reduced to four; two in France and two in Spain.[2] Both of these nations saw the potential economic advantages of a Disney theme park and competed by offering financing deals to Disney.[3]

Both Spanish sites were located near the Mediterranean Sea and offered a subtropical climate similar to Disney's parks in California and Florida. Disney had also shown interest in a site near Toulon in southern France, not far from Marseille. The pleasing landscape of that region, as well as its climate, made the location a top competitor for what would be called Euro Disneyland. However, thick layers of bedrock were discovered beneath the site, which would render construction too difficult. Finally, a site in the rural town of Marne-la-Valle was chosen because of its proximity to Paris and its central location in Western Europe. This location was estimated to be no more than a four-hour drive for 68 million people and no more than a two-hour flight for a further 300 million.

Michael Eisner, Disney's CEO at the time, signed the first letter of agreement with the French government for the 20 square-kilometers site in December of 1985, and the first financial contracts were drawn up during the following spring. Construction began in August of 1988, and in December of 1990, an information centre named "Espace Euro Disney" was opened to show the public what was being constructed. Plans for a theme park next to Euro Disneyland based on the entertainment industry, Disney-MGM Studios Europe, quickly went into development, scheduled to open in 1996 with a construction budget of USD $2.3 billion.[4]

**Hotels, recreation and restaurants**

In order to control a maximum of the hotel business, it was decided that 5,000 Disney-owned hotel rooms would be built within the complex. In March 1988, Disney and a council of architects (Frank Gerry, Michael Graves, Robert A.M. Stern, Stanley Tigerman and Robert Ventura) decided on an exclusively American theme in which each hotel would depict a region of the United States. At the time of the opening in April of 1992, seven hotels collectively housing 5,200 rooms had been built. By the year 2017, Euro Disney, under the terms specified in its contract with the French government, will be required to finish constructing a total of 18,200 hotel rooms at varying distances from the resort.[5]

An entertainment, shopping and dining complex based on Walt Disney World's Downtown Disney was designed by Frank Gerry. With its towers of oxidized silver and bronze-colored stainless steel under a canopy of lights, it opened as *Festival Disney*.[6]

For a projected daily attendance of 55,000, Euro Disney planned to serve an estimated 14,000 people per hour inside the Euro Disneyland Park. In order to accomplish this, 29 restaurants were built inside the park (with a further 11 restaurants built at the Euro Disney resort hotels and 5 at Festival Disney). Menus and prices were varied with an American flavors predominant and Disney's precedent of not serving alcoholic beverages was continued in the park. 2,100 patio seats (30% of park seating) were installed to satisfy Europeans’ expected preference of eating outdoors in good weather. In test kitchens at Walt Disney World, recipes were adapted for European tastes. Walter Meyer, executive chef for menu development at Euro Disney and executive chef of food projects development at Walt Disney World noted, “A few things we did need to change, but most of the time people kept telling us, ‘Do your own thing. Do what’s American’.”[7]

**Recruitment**

Unlike Disney's United States theme parks, Euro Disney aimed for permanent employees (an estimated requirement of 12,000 for the theme park itself), as opposed to seasonal and temporary part-time employees. Casting centers were set up in Paris, London, Amsterdam, and Frankfurt in an effort to reflect the multinational aspect of Euro Disney’s visitors. However, it was understood by the French government and Disney that “a concentrated effort would be made to tap into the local French labors market” [1]. Disney sought workers with sufficient communication skills, spoke two European languages (French and one other), and were socially outgoing. Following precedent, Euro Disney set up its own Disney University to train workers. 24,000 people had applied by November of 1991.[1]

**Controversies**

The prospect of a Disney park in France was a subject of debate and controversy. Critics, who included prominent French intellectuals, denounced what they considered to be the cultural imperialism, or ‘neoprovincialism’ of Euro Disney and felt it would encourage in France an unhealthy American type of consumerism. For others, Euro Disney became a symbol of America within France. On June 28, 1992 a group of French farmers blockaded Euro Disney in protest of farm policies the United States supported at the time. A journalist in the French newspaper Le Figaro wrote, “I wish with all my heart that the rebels would set fire to [Euro] Disneyland."[9] Ariane Mnouchkine, a Parisian stage director, named the concept a “cultural Chernobyl”; [10] a phrase which would be echoed in the media and grow synonymous with Euro Disney's initial years.

In response, French philosopher Michel Serres noted, “It is not America that is invading us. It is we who adore it, who adopt its fashions and above all, its words.” Euro Disney S.C.A.'s then-chairman Robert Fitzpatrick responded, "We didn’t come in and say O.K., we’re going to put a beret and a baguette on Mickey Mouse. We are who we are."[1]

Topics of controversy further included Disney's American managers requiring English to be spoken at all meetings and Disney's appearance code for members of staff, which listed regulations and limitations for the use of make up, facial hair, tattoos, jewelers and more. French labors unions mounted protests against the appearance code, which they saw as “an attack on individual liberty.” Others criticized Disney as being insensitive to French culture, individualism, and privacy, because restrictions on individual or collective liberties were illegal under French law, unless it could be demonstrated that the restrictions are requisite to the job and do not exceed what is necessary. Disney countered by saying that a ruling that barred them from imposing such an employment standard could threaten the image and long-term success of the park. “For us, the appearance code has a great effect from a product identification standpoint,” said Thor Degelmann, Euro Disney’s personnel director and a native Californian. “Without it we couldn’t be presenting the Disney product that people would be expecting.”[11]

**Opening day**

On April 12, 1992, *Euro Disney Resort* and its theme park, *Euro Disneyland*, officially opened. Visitors were warned of chaos on the roads and a government survey indicated that half a million people carried by 90,000 cars might attempt to enter the complex. French radio warned traffic to avoid the area. By midday, the parking lot was approximately half full, suggesting an attendance level below 25,000. Speculative explanations ranged from people heeding the advice to stay away to the one-day strike that cut the direct RER railway connection to Euro Disney from the centre of Paris.[9]

**Financial, attendance and employment problems**

In May of 1992, entertainment magazine The Hollywood Reporter reported that about 25% of Euro Disney's workforce — approximately 3,000 men and women — had resigned their jobs because of unacceptable working conditions. It also reported that the park's attendance was far behind expectations. Euro Disney S.C.A. responded in an interview with The Wall Street Journal, in which Robert Fitzpatrick claimed only 1,000 people had left their jobs.

In response to the financial situation, Fitzpatrick ordered that the Disney-MGM Studios project would be put on hiatus until a further decision could be made. Prices at the hotels were reduced.

Despite these efforts, in May 1992 daily park attendance was around 25,000 (some reports give a figure of 30,000) instead of the predicted 60,000. The Euro Disney Company stock price spiraled downwards and on July 23, 1992, Euro Disney announced an expected net loss in its first year of operation of approximately 300 million French francs. During Euro Disney's first winter, hotel occupancy was such that it was decided to close the Newport Bay Club hotel during the season. Initial hopes were that each visitor would spend around USD $33 per day, but near the end of 1992, analysts reckoned spending to be around 12% lower.[12]

Efforts to improve attendance included serving alcoholic beverages with meals inside the Euro Disneyland park, in response to a presumed European demand, which began June 12, 1993.[13]

In January 1994, Sanford Litvack, an attorney from New York City and former Assistant Attorney General during the Jimmy Carter presidency, was assigned to be Disney's lead negotiator regarding Euro Disney's future. On 28 February, Litvack made an offer (without the consent of Eisner or Frank Wells) to split the debts between Euro Disney's creditors and Disney. After the banks showed interest, Litvack informed Eisner and Wells. On March 14, the day before the annual shareholders meeting, the banks capitulated to Disney's demands. The creditor banks bought USD $500 million worth of Euro Disney shares, forgave 18 months of interest and deferred interest payments for three years. Disney invested USD $750 million into Euro Disney and granted a five-year suspension of royalty payments. In June that same year, Saudi Arabian Prince Al-Waleed Bin Talal Bin Abdulaziz Al Saud cut a deal whereby the Walt Disney Company bought 51% of a new USD $1.1 billion share issue, the rest being offered to existing shareholders at below-market rates, with the Prince buying any that were not taken up by existing shareholders (up to a 24.5% holding).

In 2002, Euro Disney S.C.A. and the Walt Disney Company announced another annual profit for Disneyland Resort Paris. However, it has incurred a net loss in the three years following, and the park is approximately US$2 billion in debt as of 2007. In 2005, the Walt Disney Company agreed to write-off all debt to the Walt Disney Company made by Euro Disney S.C.A.

**1995 turnaround**

On May 31, 1995, a new attraction opened at the theme park. Space Mountain - De la Terre а la Lune had been planned since the inception of Euro Disneyland, but was reserved for a revival of public interest. With a redesign of the attraction (which had premiered at Walt Disney World's Magic Kingdom in 1975) including a 'cannon' launch system and an on-ride soundtrack, the USD $100 million attraction was dedicated in a ceremony attended by celebrities such as Elton John, Claudia Schiffer and Buzz Aldrin.

On July 25, 1995, Euro Disney S.C.A. reported its first ever quarterly profit of USD $35.3 million. On November 15, the results for the fiscal year ending September 30 were released; in one year the theme park's attendance had climbed from 8.8 million to 10.7 million — an increase of 21%. Hotel occupancy had also climbed from 60 to 68.5%. After debt payments, Disneyland Resort Paris ended the year with a net profit of USD $22.8 million.

**The complex**

Disneyland Resort Paris encompasses 4,800 acres [15] (19 km), including theme parks, resort hotels, nightclubs, a golf course, a railway station and more.

Theme parks

*Main articles: Disneyland Park (Paris) and Walt Disney Studios Park*

The Disneyland Park is based on a formula pioneered by Disneyland in California and further employed at the Magic Kingdom in Florida and Tokyo Disneyland in Japan. Occupying 566,560 m (140 acres), it is the largest Disney park based on the original in California.

On March 16, 2002, the Walt Disney Studios Park opened its doors to the public. At 27 hectares, it is a continuation on an earlier, never realized concept; the Disney-MGM Studios Europe.

The April 2007 issue of trade magazine *Park World* reported the following attendance estimates for 2006 compiled by Economic Research Associates in partnership with TEA (formerly the Themed Entertainment Association):

* Disneyland Park, 10.6 million visits (No. 5 worldwide);
* Walt Disney Studios, 2.2 million visits.

**Other recreation**

*Main articles: Disney Village and Golf Disneyland*

The Disney Village entertainment district contains a variety of restaurants, bars, shops and other venues and stays open after the parks close.

Golf Disneyland features 9-hole and 18-hole courses.

**Hotels**

The complex features seven Disneyland Resort Paris hotels. The Disneyland Hotel is located over the entrance of the Disneyland Park and is marketed as the most prestigious hotel on property. A body of water known as Lake Disney is surrounded by Disney's Hotel New York, Disney's Newport Bay Club and Disney's Sequoia Lodge. Disney's Hotel Cheyenne and Disney's Hotel Santa Fe are located near Lake Disney, Disney's Davy Crockett Ranch is located in a woodland area outside the resort perimeter.

Disneyland Resort Paris includes six Associated Hotels which are not managed by Euro Disney S.C.A. but provide free shuttle buses to the parks: Marriott's Village d'lle-de-France, Radisson SAS Hotel, a Holiday Inn Hotel, Vienna International Dream Castle Hotel, MyTravel's Explorers Hotel and a Kyriad Hotel.

**Transport**

A railway station, Marne-la-Vallйe - Chessy, with connection to the suburban RER network and the TGV high-speed rail network is located between the theme parks and Disney Village. Thalys no longer operates from Marne-la-Valle train station, but there are daily services from London on the Eurostar. On June 10, 2007, a new TGV line, LGV Est, began service between Paris and Strasbourg.

Free shuttle buses provide transport to all Disney hotels (except Disney's Davy Crockett Ranch) and Associated Hotels.

The background...

When, under Michael Eisner, the Disney CEO and miracle worker who is generally credited with having turned Disney around in the early 80s, Disney was looking for a European site the choice was between Spain and France. Spain had everything going for it - established tourist industry, the weather, sympathetic government, the weather, good air links, the weather...

Paris, however, had two major points in its favour; an extremely good position- almost in the centre of Europe and a large expanse of flat, featureless land. Disney has never wanted people to be drawn away from its parks by beautiful countryside neither has it wanted anything to interfere with the theme park experience. Also, the French government was willing to 'make it worthwhile' for Disney to build in Marne la Valee. For a more detailed account of the first ten years of the resort's fortunes,

*But why should you choose Paris Disney?*

Basically, it's a better theme park than the Magic Kingdom in Florida. Disney has learnt from Disneyland, WDW's Magic Kingdom and Tokyo Disneyland and have created something rather special in Disneyland Paris. Besides being physically the largest Park of the four, it has a number of intimate little paths and hidden corners on much the same lines as those which imbue the Californian park with such charm. The rides are, of course, technologically more recent (Pirates of the Caribbean is *much* superior to its WDW cousin) and, owing to the different safety legislation in France, you don't have the illusion in the 'darker' rides spoilt by seeing little red 'Exit' signs! It's also achieved a European flavor, has fewer controls than the States (probably because the Paris natives don't listen to anyone!) and is a more up to date, intimate park than Florida overall. Besides which, if you hate long flights in economy class, then it's only an hour away!

The most compelling reason, however, has to be the addition of the Walt Disney Studios, making Disneyland Paris the first Disney theme park in the World (outside of the States) to have a second theme Park (unfortunately, Disneyland in Anaheim beat Paris by seven months, but their second park isn't in the same league as the new Studios). The WD Studios is fairly small at the moment, but plans are afoot to bring some of the world's greatest attractions to the Studios in the near future. One ride many have wanted to see there is the Tower of Terror, the astonishingly designed freefall lift (or elevator for the Americans) ride which currently features as the biggest draw in Florida's theme parks, The other excellent reason has to be the Val d'Europe shopping complex.

From the outset, you need to be aware that Disney is very much about control. From the moment you get up in your hotel to the moment you turn out the lights at the end of the day, Disney will attempt to control your every experience. Sounds sinister? Well, not really. What they offer is a total experience and they believe they can't achieve the level of experience they want without the degree of control they exert.

All Disney Cast members have to be trained in and adhere to a four point system: **Safety, Courtesy, Efficiency and Show.** Everything they do is governed by the order of those points. If you know how the system works, then you have some hope of using it to your advantage. For instance, be assured that if something infringes the safety of another guest (or even your own!) everything else comes second - including the legendary courtesy. However, if it's not endangering someone, then the courtesy element is their next point and you can often achieve your aim. However, they do not control people with the same degree of firmness as in the States. The parades are a typical example.

The Hotels

***Very important:***

Disney sometimes operates an early entry policy for its hotel guests. Any advantage you might gain by following this guide will be destroyed if the hotel guests have early entry privileges on the day you visit so be sure to telephone the park the day before you plan to come to ascertain which days, if any, Disney Hotel guests have that privilege and avoid those days like the plague!!

On the other hand, if you're actually staying at a Disney Hotel (by far the best idea, anyway) you will be given a hotel ID card. This unprepossessing little card is very important. Besides being able to charge absolutely anything you buy back to your hotel room one exceptionally useful function of the card is to allow you to enter the Disneyland hotel grounds early in the morning while they're still shut to day trippers (these grounds act as the entrance to the park as well as the hotel grounds). Disney makes the day trippers and non-hotel guests line up at these imposing gates. You can walk through simply by brandishing your ID card and shouting "Excuse moi" or something equally inane.

There are six hotels on the site and one camping ground, three miles away. All hotel rooms sleep 4 people in two double beds and the Newport Bay, New York and Disneyland Hotels offer some rooms that sleep five. All the hotels except Hotel Cheyenne and Santa Fe also have suites. Tea and coffee making facilities are not provided and Cheyenne and Santa Fe don't have a swimming pool. Guests staying there used to be able to use the Sequoia Lodge pool, but that has now been discontinued.

Staying at any of the hotels is quite an experience because of the attention to detail Disney lavishes on everything. Disney would maintain that quality of service (as opposed to levels of service) are all equal; some, however, are more equal than others. Click on the highlighted links to learn more.

**Santa Fe**

Basic, small, cheap and not recommended. The main areas can be noisy as well in our experience, although we've started get emails from people who say that the Santa Fe has improved considerably. Their only restaurant is La Cantina

**Hotel Cheyenne.**

Fantastic themed hotel, about 17 minutes walk from the park. First one we stayed in. Small rooms (with bunks for the kids), cheap but a great experience. Disney have reintroduced the ubiquitous hotel charge card facility to both the Cheyenne and the Santa Fe, a very good move, as the charge card facility is excellent. Eating is in the decorously named Chuck Wagon

**Sequoia Lodge**

Lakeside hunter's lodge type hotel. A nasty fire a few years ago caused it to smell a lot for about three months but they've rectified that now. Make sure you get a room in the main building. It can be a nuisance hauling yourself in from one of the lodges in bad weather. Excellent swimming pool and some very good rooms on the front with stunning views. Beaver Creek Tavern and Hunters Grill provide comestibles.

**Newport Bay**

Absolutely huge, nautically themed, hotel on the lakeside again. Best hotel shop, great swimming pool and three floors of extra services if you pay. Cape Cod and Yacht Club delight the palette.

**New York**

Good for business people, not a lot for the kids. Expensive but a little too sterile for our tastes. Parkside Diner and the classy Manhattan Restaurant keep body and soul together

**Disneyland Hotel**

The best. Judged 'European Hotel of the Year' by the British Travel Agents Association. Expensive, pink and right at the entrance to the park, a first for any Disney park in the world. By itself, this is a great hotel, especially in winter, when you can leave the blizzards and wind outside and pop back to your room for a quick chocolate. However, the **Castle Club,** a 50 room boutique hotel within the Disneyland is amazing. If you can afford it, try it. A week of decadent fawning and unrestrained hedonism can be yours! Inventions, the California Grill and the Piano Bar provide sustenance.

All of the hotels are frequented by Mickey, Minnie, Donald, Pluto and Goofy at certain times but the Disneyland Hotel is the most visited. Meeting the characters in your hotel has the advantage that you don't waste valuable riding time in the park standing in a queue with your offspring hoping to have the autograph book signed.

**Davy Crockett Ranch**

**About** three miles from the park is the campsite at the Davy Crockett Ranch. An excellent swimming pool and great log cabin type accommodation make it a good place for the kids. The withdrawal of the bus service between the site and the main park has been something of a blow, however, and staying at the Campsite is only practical if you have your own transport.

The complex

The theme park’s 138 acres are divided into five theme Lands: Main Street USA, Frontier land, Adventure land, Fantasyland and Discovery land. Disney, however, has ensured that nothing is left to chance. From the smallest detail in planning to the largest construction, everything tells a story.

MAIN STREET USA

Main Street is Walt Disney’s idealized idea of a small-town, Victorian America. The Main Street traffic includes horse-drawn rail cars, old double-decker buses, an antique fire engine, a Keystone-cop style paddy wagon and a vintage car which together tell the story of the evolution of transport. These form part of a working transport system which moves visitors between the Town Square and the central hub of the park near Sleeping Beauty’s Castle, beneath which a Dragon lurks. Here is the Central Plaza, the point from which paths radiate to the other four lands. The Castle itself acts as a landmark throughout the park, enabling guests to find where they are when Aunty Edna has just walked off with the only copy of the map. The Park's pathways are an adventure in them and offer both dry and open routes between Frontier land, Adventure land and Fantasyland. Some of these are rarely discovered by the guests, so intent are they on getting to the castle but they can save a great deal of time. Watch out for the path that runs from the main entrance to Fort Comstock, past the toilets and towards Adventure land. This route offers cover and a fabulous example of the imaginers’' best work, where they imperceptibly change from Frontier America construction to Arabian and Central African thatching.

As you enter Main St, you pass beneath Main St Station from where you can ride a nineteenth century ‘steam’ engine around the park. En route, you pass through a Grand Canyon Diorama, a visual depiction of the Canyon from dawn to dusk. The train also stops in each of the other lands from where you can explore. Trains run every ten minutes but boarding in the lands is sometimes prohibited before midday. Beneath the station are lockers where, for 10 ff, you can store valuables and bags. (Currently suspended owing to the security risks)

FRONTIERLAND

From the Central Plaza, this is the first land you encounter, a musical, visual and live action recreation of America’s Wild West. Entry is through Fort Comstock’s imposing wooden gate and fort grounds, in which children can pretend they’re winning the West all over again, mainly by dropping their sticky lollipops on the heads of unsuspecting passers by.

*Rides:*

Big Thunder Mountain

Phantom manor

*Shows:*

Chaparral theatre

ADVENTURELAND

Inspired by tales of swashbuckling Pirates and Daring Adventurers in Exotic Places, in Adventure land you can experience wild rides and amazing audioanimatronic productions and then explore the mysteries of Adventure island, an experience all of its own. Watch out for the wobbly barrel, the fantastic rope suspension bridge and the maze of dimly lit caves!

*Rides:*

Pirates of the Caribbean

Indiana Jones

Adventure isle

FANTASYLAND

It’s an unusual person who doesn’t immediately feel a sense of warmth and security in this, the most magical of the lands. With their usual impeccable sense of design, the Imaginers have modeled the buildings (including the castle) on the animated features in the Disney stable. If you have very young offspring, let them try their hand at removing the Sword in the Stone, between the castle and the Gallopers.

*Rides:*

It's a small World

Les Pirouettes du Vieux Moulin (The bucket ride)

Peter Pan's Flight

Casey Junior

Story book ride

Alice's Curious Labyrinth

Mad Hatter's tea cups

Snow White and the seven Dwarfs

The adventures of Pinocchio

The Lancelot Carrousel

Dumbo

*Shows:*

Castle Theatre (seasonal

The Train station theatre (seasonal)

DISCOVERYLAND

Dedicated to man’s technological achievements and dreams, the entrance to Discovery land appears to thrust its way upwards from the earth. Here the theme is travel through Space and Time and, in the process, the dreams, ideas and works of Jules Verne are celebrated, as are those of Leonardo DeVinci and HG Wells. Video polis, the Park's largest cafe, also hosts the best shows.

*Rides:*

Buzz Lightyear

Star Tours

Space Mountain

Autopia

Orbitron

Nautilus

Le Visionarium

Honey, I shrunk the Audience!

*Shows:*

Video polis

Walt Disney STUDIOS

You will be able to see what the Studios have to offer in a day, but this will mean a little planning. When you arrive, be sure to stop at Studio Services - on the right as you enter the Studios and before you enter Studio 1 - and pick up a timetable. This is essential as many of the Studio attractions are shows and occur at certain times. The following shows are timetabled:

The Parade - 1.30 and 6.00 (in peak times)

Cinemagique - every 45 minutes

Motors - Action! - 5 or 6 times a day

Sister Act - about twice a day

The following shows are continuous loaders:

The Art of Disney Animation

Television Production Tour

And Armageddon, The Rock 'n Roller Coaster, Studio Tram Tour and Flying Carpets are essentially rides.

The Current visitor patterns for the Walt Disney Studios suggest about a 1:4 guest ratio in favor of the Disneyland Park (Magic Kingdom). Although that might imply a relatively quiet day in the Studios, there are fewer attractions and therefore less to do and so the actual attractions may well be as busy. Other factors which have a major impact on the queue lengths include the timing of the Stunt show (when it ends, 4000 people pour out, just looking for something to ride!) and the various other shows' endings, such as Cinemagique and Animagique.

However, in late July 2003, the numbers in the Studio were such that queues were few throughout the day and entering the attractions generally stress-free. The proximity of the two parks also allows for mass migrations at certain times, notably about half an hour before the Main Street Electrical Parade in the Disneyland Park (Magic Kingdom) and shortly after the Studios close for the evening - in peak times at about 8.30 pm. The signs are that the Studios has not yet found its rhythm in terms of visitor movements but expect this to start happening in the next few months as repeat visitors arrive, armed with the knowledge of what they want to do, and when. For now, our advice is to visit the Disneyland Park (Magic Kingdom) first and the Studios in the mid to late afternoon.

THE PARKS

Disneyland Paris consists of two theme parks: Disneyland Park and Walt Disney Studios. Disneyland Park is based on the Magic Kingdom of California and consists of 42 rides or Attractions which are among the finest in the world. The newest park, however, is the Walt Disney Studios, based upon Disney MGM in Florida and only the second park in the world to build on the relationship between the legendary Metro Goldwyn Mayer film studios and the Walt Disney Company.

*Opening hours*

Generally the Disneyland Park opens at 9.00 in the high season and 10.00 in the low. Closing times are usually 22.00 in the high season and between 19.00 and 21.00 in the low during weekdays and 20.00 - 22.00 on Saturdays. Times can change at very short notice and special events, such as Halloween, can mean extended hours.

*Lost Property*

During the busiest seasons, the Lost property folk rack up between 30000 and 50000 lost items a week. Anything not clamed within a reasonable time is handed over to the Police and thence to local charities. City Hall should be your first port of call.

*Annual passes*

For the Fantasy annual passport (345/365 days entry) the price is approx Ј100 for a single ticket. For 3 to the same family (same address) you get 10% discount, 4 get 15%, 5 get 20% and finally 6 get a whopping 25% off. The procedure when purchasing these is go to the Ticket desk at the entrance of the park, explain that you are buying an annual passport. On payment of the money, they will then issue you with a temporary paper ticket, after which you enter the park and make for the annual passport office (City Hall) where, on production of the mandatory photo and evidence of family address they will issue you with a full, photo annual passport.

*Accidents*

Almost unheard of on rides, but they do happen in the park when little ones trip and collide with things. A fully manned and first rate medical centre exists in both parks.

*Special diets*

With sufficient notice, Disney hotels and restaurants can provide almost anything.

*Pin Trading*

A cult in WDW, management at DLP hoped it would catch on to the same extent in Paris. It hasn't, quite, but it's still a fascinating pursuit.

When to visit Disneyland Paris is busiest at Christmas and New year, Mid-February to early April and July to early September, with the middle of October usually busy also. The busiest days are Saturday, Sunday and Monday and the quietest Tuesday and Wednesday. Different times of the year and week have different charges.

*How long should I stay?*

To experience everything Disneyland Paris has to offer you really need to spend three or four days at the resort. Although it is possible to tour the Parks in one day each (just) to enjoy them at less than breakneck pace you need at least two days for Disneyland Park alone, and if you want to include the Wild West show or visit some of the nightclubs in Disney Village, then you’ll be pushed to manage it all in under four days. The locals turn up on a daily basis from Paris, which is only 35 minutes away on the RER, but most guests from further a field will stay in hotels. Disney offer several packages for those who wish to savor the delights of staying on site at one of their hotels. These include Passes for the parks and accommodation with continental breakfast included. All inclusive packages can also be booked.

*Tickets and passes*

If you book a package, Passports (the Disney-speak for ‘tickets’) will be included in the price. Disneyland Park admission passports themselves can be bought from any Disney Store before you leave home or at the Park upon arrival, although this means wasting good riding time waiting at a ticket booth. 1,2 or 3 day passports are available to the non-staying guest.

*Group discounts*

Disney offer discounts to groups including youth organizations (Scouts, Guides, etc.) and even large families.

*Getting around*

Disney provide an efficient transport system between the Parks and the hotels (excluding Camp Davy Crockett) with buses on the half hour. In summer, one delight is the fleet of little open deck buses which drive slowly around Lake Disney, ferrying guests between the three lakeside hotels and Disney Village. However, if you’re staying at any of the on site hotels, it’s only a short walk (20 minutes at most) from your hotel to the park gates.

*Weather and climate*

Paris enjoys a temperate, mid-European continental climate. That means April - June is very pleasant, July - September warm, October - December cooler but not cold and January - March pretty cold, but not below freezing. The DLP area has a fairly low rainfall - about 19 inches a year - so there's not much call for the ubiquitous yellow capes that appear like magic in the infrequent showers. However, in the recent heat waves of the past few summers, younger males in particular have been stripping down. Park regulations - of which there are, mercifully few - specify minimum clothing requirements.

*Money*

Prices are shown throughout in Euros and credit cards are accepted everywhere within the resort. ATMs and commission free foreign exchange is available immediately inside the Parks and at the reception in all the hotels.

*Disabled travelers*

City Hall (immediately within Disneyland Park) has a brochure explaining the facilities for the disabled and a Disabled Guest Guide can be pre-ordered (free) from the Disneyland Paris website. Disneyland Paris has designed the complex very much with the disabled in mind but you should be aware that cast members are not allowed to assist with lifting people or moving wheelchairs.

*Young children*

Many people take young children to the park and Disney provide pushchairs which can be left at the entrance to attractions. One point: while you’re on the ride, a cast member will often tidy the strollers up and, when you emerge, yours may have disappeared. Don’t worry about this, but simply take any other that’s handy. They’re all returned to the park entrance at the end, anyway. If you really want to stop it being taken, tie a beer or brown vinegar soaked nappy around the handle when you first get your stroller. It’s unlikely anyone will be tempted to acquire one that has been so personalized.

Interestingly, they’ve introduced a new system whereby you can now take the stroller back to the hotel with you providing you get an A4 sized receipt at the hire point.

*Toilets*

Distributed throughout the park these are invariably clean, exceptionally well maintained and a delight to use. Best toilets: Main Street (next to Town Hall) all the restaurants, Video polis and all the Fantasyland collection. However, it's in areas such as this that Disney has set the standard and you will be most unlikely ever to encounter a toilet whose conditions stray far from perfection.

*Top Tips:*

First, arrive early and always half an hour before the published opening time. If the park opens at 9.00 be there for 8.30. and so on.

Secondly, go to the most visited attractions early. Big Thunder Mountain, Indiana Jones and the Temple of Doom, Space Mountain and Peter Pan quickly attract large numbers and the waiting time by 12.00 can be in excess of two hours at peak times.

Third, make use of the recently introduced ‘Fast pass’ system. Using this system, you can visit a ride and, if there’s a long queue or you just don’t fancy waiting, insert your passport and a little ticket will print out, giving you a one hour ‘window’ in which to return. You can return at any time during that hour and you’ll go straight to the head of the queue. Fast Pass limits you to one ride per two hour period but, in conjunction with the suggested itineraries you can ride all the major rides without any real waiting.

Fourth, ride during the parades; most folk line up for half and hour prior to the parades and the queues at the rides diminish sharply.

Fifth, be aware that folk will position themselves for the fireworks very early - at about 9.00 pm when the fireworks aren't due 'till 10.00 pm. During the 9 - 10 periods, you can frequently walk onto otherwise busy rides.

Finally, bear in mind that the WDStudios close at 6.00 pm each evening, so there will normally be a significant exodus towards the Magic Kingdom.