

MICKEY'S NOT-SO-SCARY HALLOWEEN PARTY



Mickey's Not-So-Scary Halloween Party is one of the most popular events of the year at the Magic Kingdom. The park closes early to regular guests and the Halloween fun begins! The party, which runs from 7 p.m. to midnight, includes a special parade and fireworks show, trick-or-treating, rare character meet and greets, costumed party goers, themed treats, and a fun atmosphere that is all Halloween without being too frightening. Use this guide to plan your party experience and get the most out of your Mickey's Not-So-Scary Halloween Party night!

CONTENTS:

- **BASICS** - Times, Locations, Ticketing and more. 2
- **WHAT'S TO DO?** Activities and Things to See. 2
- **PLANS** - Make the most of your time in the park. 4
- **TIPS** - Our best advice for the best party experience! 5
- **TREAT STOPS** - Where's the candy? 5
- **CHARACTER LOCATOR** - Where to find your faves 6



Check WDWTools.com frequently for more tools, guides, and updates that will maximize your magic at Walt Disney World!

THE BASICS

- Party Hours are 7 p.m. to Midnight. Guests may enter the Magic Kingdom using their party tickets as early as 4 p.m. or, if already inside, may obtain a wristband to stay for the party by showing their party ticket at a designated wristband distribution spot starting at 4 p.m.
- Costumes are allowed and encouraged. Check page 4 for costumes rules and tips.
- FastPass+ is not available during the parties. Most, but not all, attractions are open. Many of the restaurants close early.



WHAT'S TO DO?

Mickey's Not-So-Scary Halloween Party has lots of party-only events for you to choose from. Our Party Plans on page 3 will tell you how to see and do the most during your time in the park, but here are the special sights and activities you'll find at each party.

Mickey's Boo To You Parade

The Boo To You Parade is a series of floats and performers you won't see at any other time of the year. Don't miss it! The tone is a bit spooky, but there's enough fun mixed in to keep it from being frightening for smaller kids. The parade kicks off in Frontierland by Splash Mountain and travels down Main Street twice a night at 8:15 p.m. and 10:30 p.m. Line up 30 minutes early for the Headless Horseman and Phineas and Ferb in the Creepa Crew pre-parade.



Hallowishes

During Mickey's Not-So-Scary Halloween party, the Wishes Fireworks Spectacular is transformed into Hallowishes with special bursts and a catchy Halloween soundtrack. This nighttime spectacular is another checkmark on the "don't miss this" list. The show lights up the sky during each party at 9:30 p.m. Because it's a larger show than Wishes, best viewing is actually toward the train station.



Meet and Greets

Rare characters come out to say hello during the parties and if you're a character collector, this is your night! Jack and Sally from *Nightmare Before Christmas*, Pooh and friends, the princesses and their princess, and a whole host of villains make appearances! Check our page 6 for the character locations at the Halloween party and the Party Plans on page 4 for information on how to meet all your favorites.



Trick-or-Treating

The trick-or-treat trail begins at the Fantasyland Railroad Station and treat stops are at Adventureland Veranda, the Tiki Room, Pirates of the Caribbean, Splash Mountain, Liberty Square Riverboat, Pinocchio Village Haus, Journey of the Little Mermaid, Pete's Silly Sideshow, Space Mountain, Tomorrowland Speedway, Stitch's Great Escape, and the Tomorrowland Terrace Restaurant. (Trick Or Treat here sign shown at right)



Shows

The Villains Mix & Mingle Stage Show at Cinderella Castle (7:45, 8:55, & 10:00 p.m.), the Monstrous Scream-O-Ween ball (continuous dance party) on the Tomorrowland Stage, Club Villain (continuous character dance party) at the Diamond Horseshoe Saloon, and Celebrate the Magic (castle projection show) are all great entertainment opportunities added for Mickey's Not-So-Scary Halloween Party!



Don't miss the spooky party-only treats including Ghost Cupcakes at Gaston's Tavern and the Spiced Pumpkin Waffle Sundae at Sleepy Hollow. Service begins at 7 p.m. Check your Party Map to find all the special treat locations!

PARTY PLANS

MAKING THE MOST OF YOUR TIME AT THE PARTY

Mickey's Not-So-Scary Halloween Party planning centers around whether or not your focus is meeting characters. Below are two plans, one for meeting and greeting characters, and one for experiencing the party without waiting for specific character meet and greets.



CHARACTER-FOCUSED PARTY PLAN

This plan will tell you how to make the most of your party experience and meet and greet all the rare characters that come out only on party nights. Use the Character Locator on Page 6 to be in the right places at the right times for this plan!

1. Decide which characters are top priority for you. The most popular characters will be Jack and Sally, the Witch from Snow White, the Seven Dwarves, and Captain Jack Sparrow, but these may not top your personal list. You CAN meet and greet every character at the party, but you will not be able to see the parade and fireworks if you attempt it.
2. If Jack and Sally top your personal must-meet list, line up for them prior to 7 p.m. The line usually begins forming around 5:30. You may have to wait a while, but you won't be missing the parade or fireworks to do so.
3. The dwarves' line tends to be much shorter toward the end of the night, so plan on meeting them after the second Boo To You Parade.
4. Jack Sparrow's meet and greet sometimes opens after the party gets started.
5. Check relatively popular or rare characters on a "fly-by" basis. If Jane and Tarzan are meeting

together as you walk to Jack Sparrow, jump in line! This is especially true for the characters special to the party that don't necessarily have huge lines like Madame Carlotta who meets and greets outside the Haunted Mansion.

6. Watch the second Boo To You parade and make use of the shorter lines while the first one is running.
7. Make use of the dance parties to meet lots of characters at once. Your pictures may not be so posed, but there's nothing wrong with a good dance photo and there's no line!
8. Make use of the hours from 4-7 p.m. to meet and greet the characters already out in the Magic Kingdom. These characters are noted on the Character Locator on Page 6. You can schedule FastPass+ for these characters until 7 p.m.!
9. Have your camera ready and your autograph books open so that your meeting and greeting goes quickly and smoothly.



SEE-AND-DO-IT-ALL PARTY PLAN

This plan will tell you how to see and do a little bit of everything from character meet and greets to fireworks watching to trick-or-treating and padade watching. We even throw in some advice on riding a few rides!



1. Go early. Your ticket is valid for the party from 7 p.m. until Midnight, but will get you into the Magic Kingdom as early as 4 p.m. Use your extra hours to ride some rides or even have a meal at one of the Kingdom's great restaurants. Party events don't start until 7 but some character lines form as early as 5:30 so if you want to see Jack and Sally and still do a whole lot of partying, get in line early.
2. If merchandise is on your mind, line up early at the event merchandise locations listed on your party map (available at park entrance).
3. Take advantage of the Trick-or-Treat Trail that starts at the New Fantasyland Railroad Station for a one-stop trick-or-treating experience that will get you more than enough candy. Hit the individual treat stops (listed on page 5) if you have time at other points during the evening.
4. Watch the first parade. Though it's likely to be more crowded than the second, you'll know if you want to watch it again (it's really that good)

or whether you'd rather use the later times to ride rides, trick-or-treat, or meet characters. The best spots are in Frontierland and on Main Street, U.S.A. Don't forget to get there a bit early to catch the Creepa Crew and Headless Horseman!

5. Watch the fireworks. Hallowishes is a must-do for everyone, and the Halloween party is the only time of year it lights up the sky. The best spots to watch from are closer to Town Square, as Hallowishes has perimeter bursts (fireworks outside the normal bursts surrounding the castle) and a spot too close can limit your view. If you've seen Hallowishes before, or are adventurous, try watching from New Fantasyland.
6. Don't miss opportunities to meet and greet characters you'll only find at Mickey's Not-So-Scary Halloween Party like Ms. Carlotta outside the Haunted Mansion or the witch from Snow White on the bridge between Seven Dwarfs Mine Train and Be Our Guest.

PARTY TIPS

- It can't be said often enough - arrive early. The hours between 4 p.m. when party guests are admitted to the Magic Kingdom and 7 p.m. when the party starts are prime for riding rides and seeing the pre-party sights.
- Party guests receive trick-or-treat bags at the entrance to Magic Kingdom, but they're small and a bit flimsy. If you're planning on serious trick-or-treating, bring your own bag or bucket. There's serious candy to be had.
- Be aware of the weather. This applies to not only how hot it is (costumes should be made for warm weather, especially for kids!) but also whether or not it will rain. The party won't be cancelled in case of inclement weather, so if the forecast calls for rain, be ready to brave it.
- Scoring party merchandise can be an all-night venture. Be ready for long lines and limited availability.
- If you can't make it to the park before 7 p.m., eat a meal before you come. That way you can snack through the party on the excellent party-specific snacks without getting a stomach ache and you don't have to use party time for dining.
- Questions about costume guidelines? Disney's guidelines are: Halloween costumes should NOT: Obstruct the guest's view or interfere with their ability to board/unload from attractions and/or the Walt Disney World Resort transportation system (including monorails, ferry boats and motorcoaches); should not drag on the ground; should not contain sharp or pointed objects or material that may accidentally strike another guest; should not be offensive to other guests; and should not contain any weapons which resemble or could easily be mistaken for an actual weapon. (Weapons of any kind, easily mistaken or not, aren't the best idea. Just don't bring them).



TRICK-OR-TREAT LOCATIONS

- **Fantasyland Treat Trail** begins at the Fantasyland Railroad Station and travels the walking path to Tomorrowland.
- **Adventureland** - Adventureland Veranda, Walt Disney's Enchanted Tiki Room & Pirates of the Caribbean
- **Frontierland** - Splash Mountain
- **Liberty Square** - Liberty Square Riverboat
- **Fantasyland** - Pinocchio Village Haus, Under the Sea - Journey of the Little Mermaid, Pete's Silly Sideshow
- **Tomorrowland** - Space Mountain, Tomorrowland Speedway, Stitch's Great Escape, & Tomorrowland Terrace Restaurant

CHARACTER LOCATOR

Aladdin, Abu, Jasmine, and Genie - Across from the Swiss Family Robinson tree house

Alice in Wonderland, Mad Hatter, White Rabbit & Queen of Hearts - by the Mad Tea Party (teacup ride).

Captain Jack Sparrow - stage across from Pirates of the Caribbean

! Daisy, Donald & Minnie - Just outside Big Top Souvenirs in Storybook Circus

! Goofy - In front of the Barnstormer

Jack Skellington and Sally - between City Hall and the Chamber of Commerce in Town Square

Jafar - In the Agrabah Bazaar across from Magic Carpets of Aladdin

Buzz Lightyear and Lotso - Next to Buzz Lightyear's Space Ranger Spin toward Carousel of Progress

Madame Carlotta & Madame Rinata - Haunted Mansion Courtyard

! Mickey Mouse - Inside Town Square Theater

Monsters, Inc. Boo, Sulley, Needleman, Mike, & George Sanderson - Monsters, Inc. Dance Party at the Tomorrowland Stage.



! Pooh, Piglet, Tigger & Eeyore - In the Thoughtful Spot next to The Many Adventures of Winnie the Pooh

Seven Dwarfs - at the gates between Fantasyland and New Fantasyland

Tarzan, Jane, & Terk - on the terrace to the right just across the Adventureland bridge

Witch - (from Snow White) between Seven Dwarfs Mine Train & Enchanted Tales with Belle.

*Cruella de Vil, Dr. Facilier, the Tremaine family, Frollo, and Gov. Ratcliffe meet and greet in the Villains Dance Party at the Diamond Horseshoe Saloon in Frontierland.

*Tinker Bell, Cinderella, Aurora, Snow White, Ariel, Tiana and Merida all meet in their normal locations in their regular costumes throughout the night as well. Check your park map for locations.

= These characters are party-exclusive.

= These characters have special party costumes.