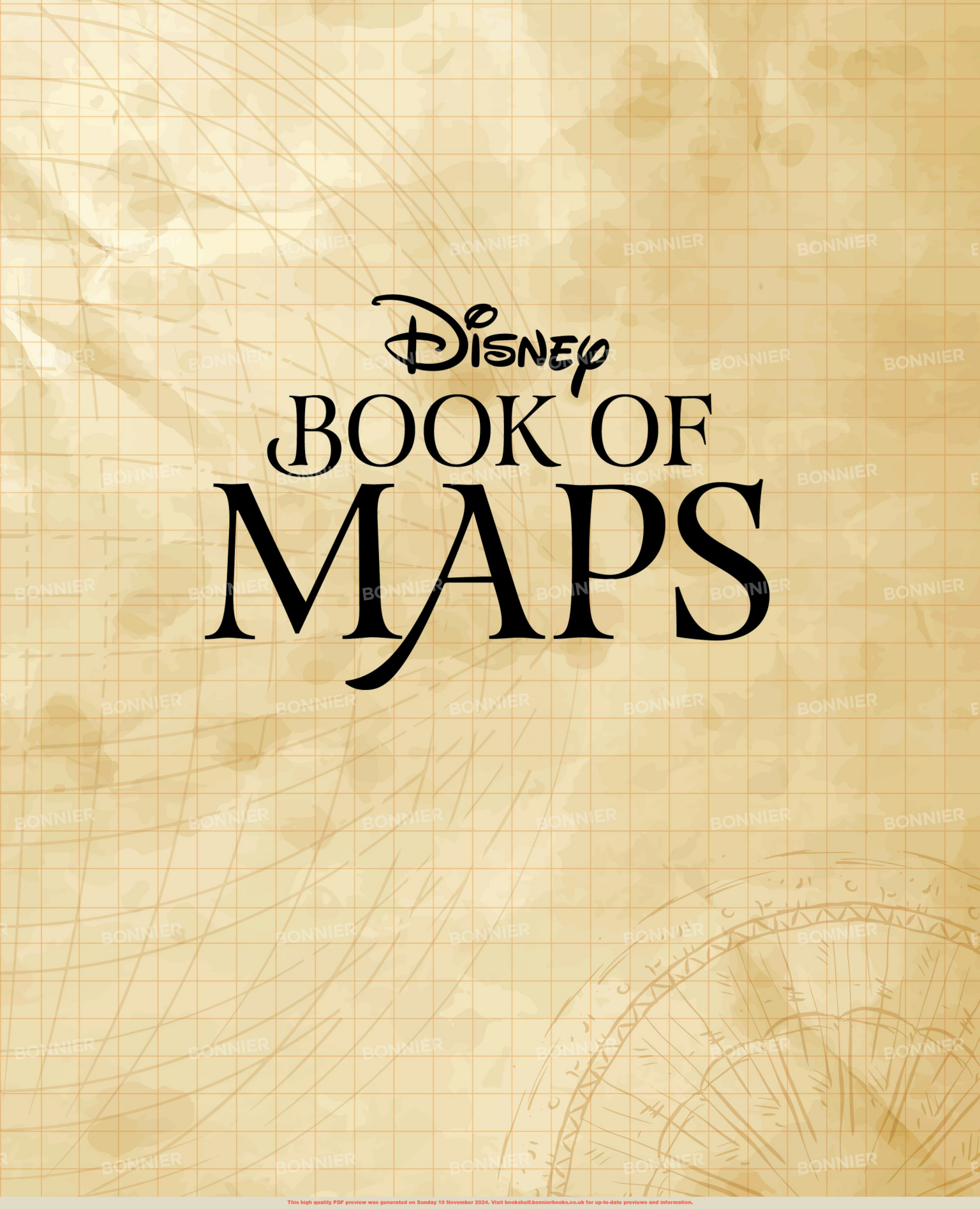


# Disney BOOK OF MAPS

A GUIDE TO  
THE MAGICAL WORLDS OF  
DISNEY AND PIXAR



Disney  
BOOK OF  
MAPS

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FSC DUMMY

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# Disney BOOK OF MAPS

A GUIDE TO  
THE MAGICAL WORLDS OF  
DISNEY AND PIXAR

  
STUDIO  
PRESS

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# Disney Peter Pan

## CHARACTERS

The story begins in the London nursery of Wendy, John and Michael Darling. The three children are visited by Peter Pan, who is looking for the shadow he has left behind. When he finds it, Wendy helps to sew it back on. In return, with the help of Tinker Bell the fairy and her magical dust, Peter takes the children on a flight to Never Land!

This fantastic island is filled with Lost Boys, Natives, mermaids, pixies and wild animals. But the island is run by Captain Hook, his sidekick Mr Smee and their gang of pirates. Hook is determined to get his own back on Pan after he caused the pirate's hand to be eaten by a crocodile. The crocodile is keen to eat the rest of Hook, and after swallowing a clock, the crocodile ticks wherever he goes.

When it is time for the Darlings to return to London, they ask Peter and the Lost Boys to join them. The Lost Boys agree, but Peter's fear of growing up makes him want to stay. He is downhearted that his friends will be leaving

him behind. The Lost Boys and the Darlings get ready to go, but they are soon captured by Hook and the pirates, who have set up a time bomb to kill Peter. Tinker Bell finds out—and snatches the bomb from Peter as it explodes.

Peter rescues Tinker Bell, then fights Captain Hook. He wins! Hook and his friends flee while being chased by the crocodile. Peter then flies the Darlings and the Lost Boys back to London, with the help of Tinker Bell's magical fairy dust. Back in London, George and Mary Darling are pleased to find Wendy sleeping by the open window, and she tells them all about their adventure.



**Peter Pan**  
An innocent and brave boy with the ability to fly. Peter refuses to grow up.



**Tinker Bell**  
A magical and hot-tempered fairy. Peter Pan's most loyal companion.



**Captain Hook**  
The ruthless pirate afraid of the ticking crocodile. Arch-nemesis of Peter Pan.



**Mr Smee**  
Captain Hook's loyal but clumsy pirate sidekick.



**Wendy Darling**  
A courageous and adventurous girl who looks after her younger brothers.



**John Darling**  
A serious boy who wishes to be like his father but admires Peter's spirit.



**Michael Darling**  
The youngest of the Darling children who looks up to his siblings.



**Nana**  
The Darling children's loving nursemaid who lives in London.



**The Chief**  
The leader of Never Land's Native tribe.



**Tiger Lily**  
The Chief's daughter and Peter's friend.



**The Crocodile**  
This hungry crocodile has eaten Hook's hand and wants to finish him off.



**The Lost Boys**  
A group of boys living on the island led by Peter Pan.



Disney

# Peter Pan



Peter rescues his friend Tiger Lily from Skull Rock by tricking Captain Hook with an echo.

Hook tricks Tinker Bell into revealing the location of Peter Pan's hideout.

Peter flies the Darlings back to London.

The pirates live aboard their ship, the Jolly Roger.



Tinker Bell

Peter Pan

Wendy Darling

John Darling

The Lost Boys

Michael Darling

Captain Hook

Mr Smee

The Crocodile

The Chief

Tiger Lily



# Disney DUMBO

As a train makes its way to the first circus show of many, a stork delivers a baby to Mrs Jumbo the elephant. When the baby elephant sneezes, the other elephants notice his huge ears. A group of children ridicule him and give him the nickname 'Dumbo'. When Mrs Jumbo tries to stop someone from pulling Dumbo's big ears, she is captured and locked in a cage, and Dumbo becomes the circus joke.

**D**umbo becomes more and more miserable at the circus and there is nobody to protect or comfort him. But a small mouse called Timothy comes to his aid and they become friends. He cheers Dumbo up and promises to make him famous.

But Timothy's well-meaning encouragements sometimes cause accidents! A pyramid stunt goes wrong after Dumbo trips over, and some of the elephants end up injured.

In an attempt to cheer up his friend, Timothy takes Dumbo to see his mother, who is still locked in the cage.

On their way back, Timothy and Dumbo fall asleep and have all sorts of strange and unexpected dreams.

Dumbo wakes up in the highest branch of a tree and doesn't know how he got there! Timothy, stunned at what he is seeing, believes that Dumbo flew by using his large ears as wings. Using a magic feather, and with Timothy's encouragement, Dumbo flies again!

Timothy tells Dumbo to show everyone at the circus. With his special talent, Dumbo stuns audiences, becomes the talk of the town and his mother are finally reunited.



## CHARACTERS



*Dumbo*  
An elephant who learns to embrace his special gift of oversized ears.



*Timothy Q. Mouse*  
The mouse who encourages Dumbo to use his gift.



*Mrs Jumbo*  
Dumbo's loving and protective mother who gets locked away.



*Casey Jr*  
A young steam train that travels from circus to circus.



*Mr Stork*  
A stork who delivers babies to the circus.



*The Ringmaster*  
The head of the circus who is driven by making a lot of money.



*The Circus Elephants*  
A group of female elephants led by the Elephant Matriarch.



*Circus animals*  
Bears, camels, tigers, kangaroos and giraffes all perform at the circus.

Disney

# DUMBO



With a great leap and a lot of courage, Dumbo finds himself flying!

Timothy Q Mouse takes the young elephant under his wing and vows to help him.

Casey Jr, the train, brings the circus to town.

After Dumbo makes an elephant-sized mistake, he is told to dress as a baby clown.

Mr Stork

Mrs Jumbo

The Circus Elephants

Casey Jr

The Ringmaster

Timothy Q Mouse

Dumbo

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER





# Disney Pinocchio

Geppetto seems content with his simple life, toiling away in his woodcarving workshop with pets for company. He makes a wooden figure that he names Pinocchio, and before falling asleep, wishes that he becomes a real boy. Then, during the night, the Blue Fairy visits the workshop and brings Pinocchio to life!

He is still a puppet, but he is told that if he is brave, honest and selfless, he will become a real boy. But if he lies, his nose will grow. Pinocchio's mission is easier said than done, and it gets him into a lot of danger.

Geppetto is delighted to find that Pinocchio can walk and talk and decides to send his new son to school like the other children. Pinocchio is then led astray by Honest John the Fox, Gideon the Cat and Lampwick. Can he remain honest and selfless?

Pinocchio soon follows Lampwick to Pleasure Island, but this place has a dark secret. It turns

boys into donkeys! Jiminy Cricket realises that he must warn the boys. He saves Pinocchio just in time, but it is too late for Lampwick, who becomes a donkey.

Pinocchio discovers that Geppetto has been swallowed by a huge sperm whale named Monstro. Determined to rescue his father, accompanied by Jiminy, Pinocchio decides to bravely put himself in harm's way by jumping into the sea.

In Pinocchio's most dangerous test, when it really matters, will he do enough to impress the Blue Fairy and become a real boy?



## CHARACTERS



**Pinocchio**  
A wooden puppet carved by Geppetto who wants to become a real boy.



**Geppetto**  
A kind woodcarver who creates Pinocchio in his workshop.



**The Blue Fairy**  
The magical fairy with the power to make Pinocchio a real boy.



**Jiminy Cricket**  
A wise cricket who gives Pinocchio moral guidance.



**Lampwick**  
A tough, older boy from the streets who leads Pinocchio astray.



**Stromboli**  
A puppeteer and showman with an ambition to make money.



**Honest John**  
A dishonest fox who tricks people in the village.



**Gideon**  
Honest John's shifty sidekick.



**The Coachman**  
A sinister man who leads the boys to Pleasure Island.



**Cleo**  
Geppetto's pet goldfish.



**Figaro**  
Geppetto's pet tuxedo cat.



**Monstro**  
The enormous whale who eats anybody that dares enter his territory.

# Disney Pinocchio

Geppetto's Workshop is full of paint, music boxes, puppets and musical instruments!



Geppetto

Pinocchio's village is a quaint, sleepy place with magic lying in wait.



Figaro

Oleo

Pinocchio comes up with a clever plan to escape the whale's belly.



Monstro



The Blue Fairy

The boys brought to Pleasure Island are transformed into donkeys!



The Coachman



Lampwick

When Pinocchio lies to the Blue Fairy about why he isn't at school, his nose grows so long that it sprouts leaves!



Stromboli

Gideon



Honest John

Jiminy Cricket



Pinocchio

# Disney Snow White and the Seven Dwarfs

Snow White is a lonely princess living with her stepmother, a vain Queen. The Queen worries that Snow White will be more beautiful than her when she grows up, so she relegates her stepdaughter to life as a scullery maid. Each day, the Queen asks her Magic Mirror 'who is the fairest one of all', and is pleased to find out that she remains the fairest – for now.

One day, the Magic Mirror informs the Queen that Snow White has now become the 'fairest of all'. In anger, the jealous Queen enlists the help of her Huntsman to kill Snow White, but he is unable to do it. Instead, he tells Snow White to run to the woods.

She discovers a cottage home to seven dwarfs: Doc, Grumpy, Happy, Sleepy, Bashful, Sneezy and Dopey. They welcome Snow White into their home and ask her to cook and clean for them. But the Queen finds out that Snow White is alive.

Disguising herself as an old woman, she sets

out with a poisoned apple. Whoever eats it will be cursed to live a 'sleeping death'. Only 'love's first kiss' will break the spell.

The Queen fools Snow White into biting the poisoned apple. As Snow White falls asleep, the outraged dwarfs and animals work together to trap the Queen on a cliff. When lightning strikes, the Queen falls to her death.

The dwarfs place Snow White in a glass coffin and in the forest and watch over her. A year later, she is kissed by the prince. 'Love's first kiss' finally breaks the spell and Snow White wakes up!



## CHARACTERS



*Snow White*  
The princess banished to the woods who becomes 'the fairest of them all'.



*The Queen*  
The jealous Queen who plots to kill Snow White so that she can be 'the fairest'.



*Grumpy*  
A grouchy, overbearing and short-fused dwarf.



*Dopey*  
Childlike and silly. Dopey does not speak!



*Doc*  
Intelligent and reliable Doc is the leader of the seven dwarfs.



*Sneezy*  
A dwarf with terrible hay-fever.



*Happy*  
Jovial and optimistic Happy always wears a cheery smile.



*Bashful*  
The coy and self-conscious dwarf who blushes often.



*Sleepy*  
The dwarf who cares more about taking a nap than anything else.



*The Prince*  
He saves Snow White with 'love's first kiss'.



*Magic Mirror*  
The mirror is home to an imprisoned spirit who always tells the truth.



*The Huntsman*  
The Queen's servant who cannot bring himself to kill Snow White.



*The Witch*  
The evil Queen adopts a disguise to trick Snow White.

# Disney Snow White and the SEVEN DWARFS

Magic Mirror



The Queen

The Queen orders the Huntsman to take Snow White to the forest and kill her. But the Huntsman urges Snow to run away.

In her dungeon lair, the Queen makes a poison apple and transforms herself into a wretched old hag.

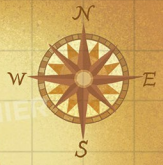
The kind and hardworking Dwarfs toil in a mine, harvesting beautiful gems.

The seven dwarfs live peacefully in a modest cottage in the woods. One day they discover Snow White upstairs!

When Snow White falls victim to the Queen's sleeping curse, the Dwarfs place her in a coffin made of glass and gold.

The Witch

The Prince



The Huntsman

Snow White

Dopey

Bashful

Grumpy

Sleepy

Happy

Doe

Sneezy

# Disney THE JUNGLE BOOK

## CHARACTERS

Bagheera, a kind panther living in the jungle of India, discovers an abandoned baby in a small boat. Feeling sorry for the baby, Bagheera takes him to a family of wolves who he knows will look after him. Ten years later, Mowgli is part of the jungle, and a part of his newfound wolf family.

The land is green and fertile, with plains where elephants patrol, rocky outcrops where wolf pups hide for safety, tall trees where snakes wind, long rivers where lazy bears float, ancient ruins where monkeys rule and dry lands where vultures roost.

Shere Khan, a tiger known for his hatred of humans, has been spotted in the jungle, so the wolves plan to send Mowgli away to protect him. Bagheera volunteers to take Mowgli to the man-village. But Mowgli doesn't want to leave his home. After he and Bagheera argue, Mowgli sulks on his own and is discovered by Baloo, a large, carefree bear. Mowgli warms to

Baloo and wishes to stay with him instead.

Danger reappears when a group of boisterous monkeys steal Mowgli away – they think he can teach them how to make fire. But it is not long before Baloo and Bagheera rescue him.

Shere Khan soon catches up with them. Baloo fights the tiger and Mowgli cleverly ties a flaming branch to Shere Khan's tail. After the scuffle, Baloo is injured, but Shere Khan runs away, afraid of the fire.

When they finally reach the man-village, Mowgli sees his own kind for the first time, and is happy to join them.



*Mowgli*

The young boy raised as a wolf cub. His name means 'Little Frog'.



*Baloo*

A fun-loving bear who teaches Mowgli his Jungle Law and how to stay safe.



*Bagheera*

Both feared and admired in the jungle, he is one of Mowgli's main guardians and friends.



*Kaa*

A hypnotic python who uses his eyes to lure his prey.



*Shere Khan*

The tiger who dislikes humans – but is afraid of the fire they create.



*King Louie*

The ruler of the Ancient Ruins who has a love of swing music.



*Rama*

Mowgli's adoptive wolf father who welcomes him into the litter.



*The Girl*

Only seen from afar, the girl is the first human that Mowgli sets eyes upon.



*Colonel Hathi*

A wise elephant who patrols the jungle. He is a strict and inspiring leader.



*Baby elephant*

The son of the elephants Hathi and Winifred.



*Vultures*

Buzzle, Flaps, Ziggy and Dizzy help drive off the tiger.



# Disney THE JUNGLE BOOK

*Vultures*

The monkeys kidnap Mowgli and take him to see King Louie.

With the help of the vultures, Mowgli and Baloo defeat Shere Khan.

Kaa the snake hypnotises young Mowgli and almost has him for dinner.

*Baloo*

On his way to the man-village, Mowgli is drawn to Baloo's easy-going lifestyle.

*Colonel Hathi*

*Baby elephant*

*Mowgli*

*Baloo*

*The Girl*

The wolf elders meet here and decide that for everyone's safety, Mowgli must be sent to the man-village.

*Rama*

*Shere Khan*

*Kaa*

*Baloo*

*Rama*

*Mowgli*

*Baloo*

*The Girl*

The wolf elders meet here and decide that for everyone's safety, Mowgli must be sent to the man-village.

*Rama*

*Shere Khan*

*Kaa*

*Baloo*

*Rama*

*Mowgli*

*Baloo*

*The Girl*

# Disney Beauty and the Beast

Dreamy Belle feels stuck in her provincial town in the French countryside.

The village is charming, with its cobblestone streets and small shops, but no one there quite understands Belle's love for reading and her refusal to marry the town heart-throb, Gaston.

She yearns for adventure beyond the constraints of her home.

Years previously, an enchantress cursed a young prince for his selfishness, and he was forced to live as a monstrous beast in a cursed castle far away.

The spell would be broken if the Beast could learn to love and be loved in return. Years later, Belle's father gets lost in the woods and is attacked by wolves. He stumbles across the Beast's castle, where he is taken prisoner.

Belle finds him and offers to take her father's place as prisoner. The Beast accepts. With the help of the castle's enchanted staff of household items, Belle learns to care for the

Beast and, eventually, they fall in love.

Back in the village, vain and possessive Gaston will do whatever it takes to marry Belle. Gaston leads an angry mob to the Beast's castle. He and the Beast fight, and Gaston stabs him in the back.

Belle reaches the injured Beast and tells him she loves him. Belle's love breaks the spell! The Beast returns to his human form – and so do his servants – and the castle becomes beautiful once again. Belle and the prince live happily ever after in the castle.



## CHARACTERS



*Belle*

A headstrong and beautiful French peasant with a passion for reading.



*The Beast*

The prince was transformed into a beast as a punishment for his arrogance.



*Gaston*

A vain hunter who tries to marry Belle and discredit her father.



*Le Fou*

Gaston's loyal sidekick who follows Gaston's madcap orders.



*Maurice*

Belle's father is an inventor. Some in the town see him as a crazed maverick, but Belle believes in him.



*Philippe*

Belle and Maurice's horse. He helps them travel through the forest, to and from the castle.



*Lumiere*

The kind-hearted but rebellious head waiter of the castle.



*Cogsworth*

The castle butler and Lumiere's best friend. He is loyal to the Beast.



*Mrs Potts*

The friendly castle cook and mother of Chip Potts, the young teacup.



*Chip Potts*

Mrs Potts' son, who innocently watches the love blossom between Belle and the Beast.



*Babette*

A fun-loving castle maid and Lumiere's sweetheart.



*The Wardrobe*

A jovial and optimistic lady-in-waiting who helps dress Belle for dinner.

Disney  
**Beauty and the Beast**



Maurice

Philippe

After Belle rejects Gaston, he leads the villagers to kill the Beast.



The Beast

Belle

Lumiere

Mrs Potts

Chip Potts

Cogsworth

Gaston and the Beast fight on the castle's rampart.

Gaston spends a lot of his time in the tavern.

Maurice stumbles upon the Beast's castle after getting lost on his way to an invention fair.

Gaston

Le Fou

Belle runs away from the castle and a pack of wolves injure the Beast when he comes to her rescue.



# Disney Aladdin

Life is tough for a 'street-rat' in the city of Agrabah. The royal guards capture Aladdin for stealing bread. But his fortunes turn when a stranger releases him from prison. Taken to the Cave of Wonders in the desert, he is told to touch only an old lamp. After his monkey, Abu, puts his paws on forbidden treasure, they narrowly escape.

The lamp reveals a wise-cracking Genie who grants three wishes. Aladdin promises to free the Genie with his last wish, but in the meantime, he wants Princess Jasmine to fall in love with him. By law, Jasmine has to marry a prince, but she dreams of leaving the palace and marrying for love.

The Genie turns Aladdin into Prince Ali Ababwa and he wins Jasmine's heart by taking her on a magical carpet ride. But the stranger who took Aladdin into the desert was Jafar – an evil advisor to the Sultan who controls his master with hypnosis. Jafar wants to marry Jasmine and become Sultan, so he has his

guards throw Prince Ali into the sea. The Genie saves Aladdin – at the cost of his second wish. Downhearted that he is no longer a prince, Aladdin refuses to free the Genie as promised.

Jafar gets his hands on the lamp and wishes to become the most powerful sorcerer. He reveals Aladdin's true identity and banishes him. But Aladdin travels back to the city and tricks Jafar into wishing he was a Genie – Jafar and Iago end up stuck in the lamp.

True to his word, Aladdin frees the Genie. The Sultan rules the kingdom once more, and he allows Jasmine and Aladdin to marry.



## CHARACTERS



*Aladdin*  
A street urchin turned prince who falls for the local princess.



*Jasmine*  
A princess who wishes to know life beyond the walls of her palace.



*The Genie*  
A wise-cracking spirit who only knows life inside his lamp.



*Abu*  
A cheeky monkey who sometimes gets Aladdin in trouble.



*The Magic Carpet*  
A good-natured flying rug waiting to show people the world.



*Sultan*  
The kind ruler of Agrabah who is very protective over his daughter.



*Rajah*  
The placid tiger who keeps Jasmine company in her garden.



*Jafar*  
The evil advisor to the Sultan who manipulates him to gain power.



*Royal Guards*  
The aggressive soldiers who follow Jafar's orders.



*Iago*  
The obedient parrot on Jafar's shoulder.

Disney

# Aladdin

Only a 'diamond in the rough' can access the Cave of Wonders and its treasures.

Jafar secretly controls the Sultan from within the palace walls.

With only her pet tiger for company, Jasmine dreams of a life outside the palace.



Sultan

Rajah

Jasmine sneaks out of the palace undercover – and meets Aladdin for the first time.

Aladdin lives on a rooftop of Agrabah – until his fortunes change.



The Genie

Jafar

Jago

The Magic Carpet

Aladdin

Jasmine

Abu

Aladdin is surprised when a Genie appears from the old lamp.



Royal Guards



Disney  
**101**  
**DALMATIANS**

Pongo the Dalmatian lives with his pet human, Roger, in a flat just off Regents Park in London. The bachelor lifestyle is starting to get a bit dull for Pongo, so he finds a mate for Roger and one for himself at the same time. Before long, Pongo and Perdita welcome a litter of fifteen beautiful Dalmatian puppies.

But Cruella De Vil, one of Anita's old school friends, has her eye on the puppies – she wants to skin them to make fur coats. With the help of the Badun brothers, she kidnaps the puppies and adds them to her collection. The humans try everything to find them – but fail.

With the help of an animal gossip chain known as the Twilight Bark, Pongo and Perdita spread the word about the kidnapping. Soon, news comes in that the puppies have been found north of London, at old De Vil place, Hell Hall.

Pongo and Perdita set off to rescue them,

trekking across the countryside and swimming across perilous icy rivers to reach the puppies. They arrive at Hell Hall just in time. With the help of the Twilight Bark, they lead the puppies to safety. The Dalmatians make it all the way to the village of Dinsford before Cruella and the crooks catch up with them.

They disguise themselves as Labradors by rolling in soot, then hitch a ride on a wagon bound for London. Cruella catches up with them, but is run off the road by the bumbling Badun brothers. Roger and Anita are astonished when 101 soot-covered Dalmatians burst into the house, just in time for Christmas.



**CHARACTERS**



*Roger*

Pongo's owner is a songwriter married to his work until he meets Anita.



*Anita*

Anita is kind, clever and beautiful. She is Perdita's owner and Roger's wife.



*Pongo*

Pongo is Roger's best friend as well as Perdita's mate.



*Perdita*

Perdita is Anita's pet and Pongo's mate.



*Cruella De Vil*

A rich, fashion-obsessed heiress with a penchant for fur coats.



*Horace*

Horace is Jasper's brother. He will go wherever Jasper leads.



*Jasper*

A crook-for-hire who will do anything for a bit of money.



*Nanny*

Nanny is a member of the family as well as a housekeeper.



*Thunderbolt*

A TV star who becomes a role model for the Dalmatian puppies.



*Patch*

A lovable puppy recognizable by the distinctive patch around his eye.



*Penny*

Penny has fewer spots than her littermates.



*Lucky*

Lucky nearly didn't make it when he was born.



*Rolly*

Rolly is always hungry, even after dinner.



*Colonel*

This Old English Sheepdog helps rescue the puppies.



*Sergeant Tibbs*

The Colonel's right-hand-cat. The tabby breaks into Hell Hall and helps the puppies escape.

Disney

# 101 DALMATIANS

The farm is home to The Colonel, Sergeant Tibbs and the Captain.

This is where Cruella spends her time plotting to steal puppies.

Dinsford is a small village outside of London. Here, the Dalmatians disguise themselves by rolling in soot.

Roger and Anita meet in Regents Park, thanks to Pongo.

Pongo first sets eyes on Anita and Perdita just outside of Roger's flat.

The old, abandoned De Vil place is the perfect place to hide stolen puppies.



# Disney THE LITTLE MERMAID

## CHARACTERS

Atlantica is an immense under-the-sea kingdom filled with fish, crustaceans, mermaids, sunken ships and a castle. The kingdom is ruled by King Triton. He has seven talented daughters who love to sing. The youngest, Ariel, longs to be amongst people on land – which is strictly forbidden by her father.

When Ariel sees a ship on the surface, she swims up and watches from a distance, captivated by the humans, especially one – handsome Prince Eric. When a storm destroys the ship, Ariel rescues Eric. She swims to shore and watches over him until he awakens. When he opens his eyes she dives into the ocean. All Eric remembers is her beautiful singing voice.

Heartbroken that she cannot be with the one she loves, Ariel seeks the help of an ambitious sea witch, Ursula. Ursula will give Ariel legs in exchange for her voice. If the prince does not kiss Ariel in three days, she will return to the ocean as Ursula's prisoner.

Prince Eric, who has been searching for the woman who saved him, discovers Ariel on the beach. Ariel cannot explain that it was her, but Eric offers to help her and invites her to his palace. Ariel is fascinated by everything in Eric's kingdom!

Ariel and Eric fall in love without Ariel saying a word. Ursula, worried that she'll lose Ariel's soul, transforms into the beautiful Vanessa and steals Ariel's voice to cast a spell over Prince Eric. With Vanessa and Eric's wedding planned, Ariel and her under-the-sea friends have to act quickly to save Eric and reunite her with her prince.



*Ariel*

A young mermaid with a great singing voice who longs to walk on land.



*Flounder*

Ariel's best friend who is prone to panicking in stressful situations.



*Sebastian*

A small red crab who is the court composer and advisor to King Triton.



*Scuttle*

Ariel's friend, a feather-brained seagull.



*King Triton*

Ariel's father and the king of Atlantica.



*Ariel's sisters*

Ariel has six older sisters who all love to sing!



*Ursula*

The ambitious sea witch who is after Triton's crown and trident.



*Flotsam and Jetsam*

Two sinister electric eels who follow Ursula's orders.



*Prince Eric*

The handsome prince who rules over the seaside kingdom.



*Max*

Eric's enthusiastic Old English Sheepdog.



*Grimsby*

Eric's butler and confidant who wants what's best for the young prince.



*Carlotta*

Eric's housekeeper who helps to wash and dress Ariel when she arrives at the palace.

# Disney THE LITTLE MERMAID

Ariel is fascinated by Eric's silverware, clothes and the bathtub!

When the ship is ruined by a storm Ariel comes to the prince's rescue.

Evil Ursula takes Ariel's voice in exchange for giving her legs.

Ariel meets her prince once again on the shore and learns to use her new legs.

Ariel collects things from the world above and longs to visit it.

Scuttle

Flounder

Sebastian

Ariel

King Triton

Ariel's Sisters

Flotsam and Jetsam

Ursula

Prince Eric

Max

BONNIER

BONNIER

BONNIER

BONNIER

# Disney THE LION KING

The Pride Lands in Africa are a harmonious place where lions reign. The king, Mufasa, instructs his son Simba that every creature is to be respected: 'from the crawling ant to the leaping antelope'. When the animals die – even great predators – they become part of the earth, where they are eaten by the smallest creatures.

The circle of life is the key to stability here.

As a young cub, Simba is excited about the life of royalty ahead of him and takes his friend Nala on adventures – against the advice of sensible Zazu. Little does Simba know, his Uncle Scar plots to kill Mufasa and take the throne. Once Mufasa dies in a wildebeest stampede, Scar convinces Simba that he was responsible for the death. Simba is chased by hyenas into the desert beyond the savannah.

The desert is a dry environment for a little lion, but luckily, friends Timon and Pumbaa take the lost Simba to their jungle oasis, full of lush vegetation, flowing waters and grubs galore. Life is fun here, and Simba grows up

eating insects, frolicking in waterfalls and forgetting his past.

Years later, when the Pride Lands have been suffering under Scar's rule, Nala leaves to find help and stumbles upon Simba's new home. After some wise words and a bump on the head from Mufasa's old friend Rafiki, Simba wakes up to the responsibilities that he was born to shoulder.

Simba makes the journey back to Pride Rock. After a battle against Scar and the hyenas, balance is restored to this corner of the African savannah.

## CHARACTERS



*Simba*

A plucky, playful cub who can't wait to be king – until he loses his father.



*Nala*

The sensible and grounded – but fun – friend of Simba.



*Mufasa*

Simba's father, the King, is a wise lion with a steady reign over Pride Rock.



*Sarabi*

The elegant lion Queen of Pride Rock, Simba's mother.



*Rafiki*

A wise 'medicine monkey' who knows where to find spiritual answers.



*Zazu*

The proud and serious right-hand bird to Mufasa.



*Pumbaa*

A friendly warthog who is loyal to his close friends.



*Timon*

The well-meaning meerkat who thinks he always knows best.



*Scar*

Simba's evil uncle who plots to overthrow his family and rule Pride Rock.



*Shenzi*

A conniving hyena and supporter of Scar.



*Banzai and Ed*

Scar's hyena allies who follow orders blindly.

# Disney THE LION KING

Wise Rafiki catches Simba's scent on the breeze and travels to bring him home.

Rafiki

Mufasa

Zazu

Nala and Simba go on an adventure to the elephant graveyard.

The ceremonial spot where new lion kings are crowned.

Nala

Simba

Sarabi

Dumbaa

Timon

Banzai and Ed

Scar

Shenzi

In the jungle, Simba learns that 'Hakuna Matata' means no worries.

Scar plots Mufasa's downfall with the hyenas as his allies.

The gorge becomes dangerous when the wildebeest stampede.



# Disney ALICE in WONDERLAND

While sitting on the riverbank on a warm day, a girl named Alice spots a white rabbit in a waistcoat. She follows him down a rabbit hole and enters a strange wonderland where there are talking doors, drinks to make you shrink and biscuits to make you grow. After adjusting her size to fit through a talking door, Alice finds herself bobbing along on a sea of her own tears in a glass bottle.

She makes it to dry land and follows the rabbit to his house. The rabbit chases Alice inside and asks her to fetch his gloves. While searching, Alice finds a jar of biscuits and eats one. She grows until she fills the entire house! The terrified rabbit summons every animal in the area to help. The Dodo suggests burning the house down to smoke out the monster. Alice then eats a carrot from the garden and thankfully starts shrinking but she shrinks to almost nothing. Now that the 'monster' has gone, the Rabbit remembers he's late and rushes off.

After a series of unfortunate encounters, Alice meets the Cheshire Cat, who explains

that everyone in Wonderland is mad. Next, Alice stumbles across the Mad Hatter having an unbrithday party. After a very strange conversation with the Mad Hatter and the March Hare, Alice decides she has had enough nonsense and wants to go home.

While trying to find her way back, the Cheshire Cat shows her a shortcut to the Queen's palace. Alice meets the Queen of Hearts, whose arrival is announced by none other than the White Rabbit! The Queen invites Alice to play croquet but the Cheshire Cat intervenes. The Queen is furious. She blames Alice and orders her beheading. How will she escape?



## CHARACTERS



**Alice**  
An intelligent young girl who follows a White Rabbit into Wonderland.



**White Rabbit**  
The royal herald to the Queen of Hearts. He is always late.



**Cheshire Cat**  
A mysterious cat with a permanent smile and a mischievous personality.



**Caterpillar**  
A resident of Wonderland with a passion for grammar.



**Queen of Hearts**  
The ruler of Wonderland who is quick to order beheadings.



**King of Hearts**  
The small, less powerful, husband of the Queen of Hearts.



**Mad Hatter**  
A man known for celebrating unbrithdays with tea parties.



**March Hare**  
A wacky rabbit and best friend of the Mad Hatter.



**Tweedledee and Tweedledum**  
A pair of identical twins who entertain Alice for a while.



**Playing cards**  
Royal guards who work for the Queen of Hearts.



**Doorknob**  
A gold door handle who frustrates Alice to tears.



**Flowers**  
Magical Wonderland flowers who love to sing.



**Dinah**  
Alice's little pet kitten.

Disney  
**ALICE**  
*in*  
**WONDERLAND**



*Tweedledee and Tweedledum*



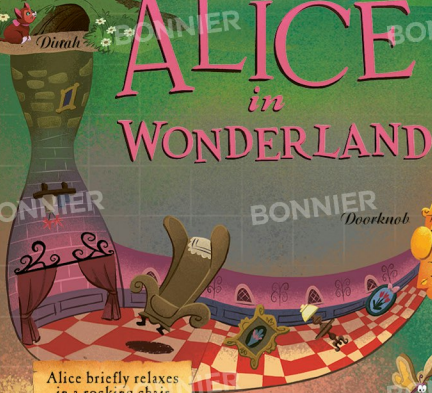
*Caterpillar*



In Wonderland, unbirthdays are celebrated with tea, cake and merriment.



*White Rabbit*



Alice briefly relaxes in a rocking chair after she falls down the rabbit hole.



*Doorknob*



*Alice*

*Flowers*



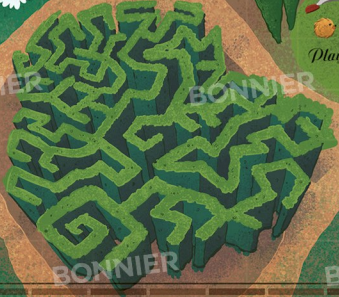
Alice is delighted to find a cat perched in a tree. But his confusing directions don't help her much!



*Cheshire Cat*



*King of Hearts*



*Playing cards*



*Queen of Hearts*

The Queen of Hearts puts Alice on trial. Faced with beheading, will Alice escape?



*Nowhere*

Disney · PIXAR  
**TOY  
 STORY**

Life is good for the toys who live within the sky-blue walls of Andy's bedroom. But when Andy's newest birthday present arrives – Buzz Lightyear, complete with pop-out wings and laser beam action – Woody is no longer the favourite. And Buzz is convinced that he has landed on an alien planet.

When Andy is only allowed to take one toy to Pizza Planet for his birthday, Woody fears that Buzz will be chosen, so plots to hide Buzz. He accidentally pushes Buzz out the window and the other toys are not impressed with Woody's jealousy.

Andy chooses Woody, but when the car stops for petrol, Woody sees that Buzz hitched a ride. They fight, fall out of the car and make their way to Pizza Planet on a delivery truck. They get trapped in an arcade game where they are 'won' by Andy's neighbour, Sid.

But Sid doesn't look after his toys. During a failed escape attempt, Buzz sees an advert

for the Buzz Lightyear action figure and feels deflated that he's not a real space ranger. Woody puts his competitive feelings aside to convince Buzz that being a toy, bringing happiness to children, is the most wonderful job in the world.

Sid straps Woody and Buzz to a firework, and Sid's mutant toys come to life in front of Sid, scaring him into taking better care of them. Woody and Buzz set a course for home.

Just as they arrive, a removal van is driving to Andy's new home. Andy's toys have to work together to get Woody and Buzz back in the car, next to Andy, where they belong.

CHARACTERS



**Andy**  
 A kind American boy who looks after his toys well.



**Woody**  
 A confident cowboy and Andy's favourite toy – for now.



**Buzz Lightyear**  
 Andy's newest toy – a slightly arrogant space action figure.



**Bo Peep**  
 A shepherdess, and girlfriend of Woody, who looks after her sheep.



**Rex**  
 A loveable and often worried *Tyrannosaurus rex*.



**Hamm**  
 The wisecracking – and quite intelligent – piggy bank.



**Mr Potato Head**  
 The sarcastic potato with features that sometimes fall off.



**Slinky Dog**  
 Woody's loyal pet dog, also known as Slink.



**Sid**  
 The nasty boy next door who does not treat toys well.



**Sid**  
 Sid's aggressive bull terrier who likes to chew toys.



**RC Car**  
 The remote-control car who takes a spin on the real road to help his friends.



**Mutant toys**  
 Sid's gang of mistreated toys who help Woody and Buzz get home.



Disney · PIXAR  
**Toy Story**



Buzz and Woody lose Andy on his birthday while arguing at Pizza Planet.



Buzz Lightyear

Woody

Buzz and Andy use Sid's invention to fly back to Andy's house.



Send

RV Car



Andy's toys work together to make sure Woody and Buzz aren't left behind when they move house.

Sid lives next door to Andy. His mutant toys help Woody and Buzz escape.

The home of the toys, full of fun and imagination.



Mutant toys

Mr. Potato Head

Barbie

Slinky Dog

# Disney · PIXAR a bug's life

Ant Island has a beautiful tree at its centre, big boulders at its shore and an ant community living beneath it all. Twisted tree roots serve as paths connecting the rooms that house the colony. The ants spend the bulk of each day working, walking in lines and gathering food. Then, every season, a gang of grasshoppers – led by the sinister Hopper – take the colony's hard-earned food.

While the ants are working on ways to harvest grain efficiently, Flik accidentally destroys the offering to the grasshoppers. The grasshoppers then demand twice the usual amount of food by the end of autumn.

Flik hatches a plan to help the colony. He wants to recruit warrior bugs to fend off the grasshoppers. The Queen and her council agree to his plans – motivated by the opportunity to get rid of Flik for a while.

Flik heads to the city. He meets a group of recently fired circus performers and mistakes them for warrior bugs. The circus bugs

reluctantly save Ant Island when a bird arrives, and it's Flik's high praise that convinces them to stay. When PT Flea arrives to collect his circus troupe, the secret is out and Flik's plan is foiled. Princess Atta is disappointed in Flik and banishes him from the colony.

The grasshoppers arrive and demand all of the food in the colony. Dot, a young and plucky ant, convinces Flik and the circus bugs to return. Their plan to frighten the grasshoppers with a model bird goes wrong, but a speech from Flik rouses the colony into action, and they drive the grasshoppers away forever.



## CHARACTERS



**Dot**  
The youngest and smallest princess in the Ant Colony who hasn't yet learnt to fly.



**Atta**  
Princess Atta is heir to the throne, a responsibility that makes her nervous!



**Flik**  
A clever, inventive and brave ant who wants to improve life in the colony for everyone.



**The Queen**  
A kind and relaxed ruler who doesn't appreciate being lied to by Flik.



**Hopper**  
The leader of the grasshoppers and Flik's arch-nemesis.



**PT Flea**  
The short-tempered leader of the circus troupe.



**Heimlich**  
The green caterpillar with a German accent is the circus magician.



**Francis**  
A grumpy male ladybird and circus performer.



**Manny and Gypsy**  
The husband and wife team of a praying mantis and a gypsy moth perform together in the circus.



**Dim**  
The ticklish rhinoceros beetle is the largest member of the circus troupe.



**Slim**  
A stick insect who performs as a clown.



**Fiek and Roll**  
A pair of Hungarian pill bugs – they are the best of friends!



**Rosie**  
The black widow spider is a warm, motherly figure to Dim.

Disney & PIXAR  
**a bugs life**



When an act at PT Flea's Circus goes wrong, the troupe are fired, so they join Flik on Ant Island.

The plan to frighten the grasshoppers with a giant model bird goes up in flames.

Dilemmas are discussed and decisions are made in the Council Chamber.

The Offering Stone holds the annual offering for the grasshoppers.

# Disney · PIXAR

## FINDING NEMO

### CHARACTERS

Marlin and his son Nemo are clownfish living in the Great Barrier Reef. Marlin is content with the comfort of his home and has no wish explore the wider ocean. But Nemo loves adventure. During one of Mr Ray's school lessons, Nemo tries to swim into the open water. Marlin and Nemo argue, and Nemo, grumpy at his father, swims into the open water anyway.

But the little fish's sense of adventure proves troublesome when he is captured by a diver on a speedboat. And before he knows it, Nemo ends up in a dental office fish tank in Sydney.

While overhearing a conversation, Nemo understands that he will be a present for the dentist's niece, Darla. He makes friends with the other fish in the tank and they come up with an escape plan.

Meanwhile, Marlin is on a quest to find Nemo. He meets a blue tang called Dory who has short-term memory loss. The two fish encounter sharks, jellyfish and an anglerfish

as they explore the ocean, while Nemo and the other sea creatures in the fish tank plot to escape.

When Marlin and Dory eventually reach the harbour and begin searching for a boat, they narrowly escape being swallowed by Jerry the pelican. He begins to choke, and nearby Nigel the pelican wakes up from his nap and rushes in to help. He hits Jerry in the back, and Marlin and Dory fly from his mouth onto the dock.

Nigel tells Marlin that he knows his son and takes Dory and Marlin to the dental office. Will Marlin and Dory finally find Nemo?



**Marlin**  
A clownfish who is protective of his son, Nemo, and not keen on adventures.



**Dory**  
An optimistic and kind blue tang with short-term memory loss.



**Nemo**  
An energetic and friendly clownfish who loves to explore – a bit too much!



**Crush**  
A helpful and relaxed sea turtle who can navigate the waves.



**Squirt**  
Crush's son is a playful sea turtle who loves swimming.



**Mr Ray**  
Nemo's schoolteacher is an eagle ray who specialises in marine education.



**Pearl**  
A pink flapping octopus who squirts ink when she is feeling nervous.



**Sheldon**  
A water-intolerant seahorse and one of Mr Ray's students.



**Tad**  
One of Nemo's school friends.



**Nigel**  
A brown pelican who loves to diagnose dental problems with his fish friends.



**Bruce**  
A Great White Shark and the leader of the Fish-Friendly Sharks support group.



**Chum and Anchor**  
Chum, a mako shark, and Anchor, a hammerhead shark, would never dream of eating the fish.



**Gill**  
Leader of the Tank Gang that live in the dentist's office. He devises their escape plan.



Disney · PIXAR

# FINDING NEMO

A sea anemone in the Great Barrier Reef is the comfortable home of Marlin and Nemo.

Nemo ends up in an aquarium at 42 Wallaby Way.

On his first day of school, Nemo's friends dare him to swim into the open ocean.

On their adventure Marlin and Dory are attacked by an anglerfish, they take directions from a school of moonfish and end up surrounded by jellyfish.

The sea turtles give Marlin and Dory a ride.

Marlin and Dory run into sharks in their search for Nemo.

Fish and sea turtles use this superhighway to travel down the east coast of Australia to get to Sydney Harbour.







Nestled alongside the historic Route 66 is Radiator Springs, a jewel of a town. Since it was founded in the early 1900s, it has been an oasis in the desert. Residents consider it their pleasure to take care of visitors, whether that means fitting them for new tyres, offering a new paint job or serving a good swig of motor oil.

When Lightning McQueen arrives, he sees Radiator Springs as a boring, sleepy town struggling to stay on the map. At the 2006 Piston Cup final, Lightning McQueen's reluctance to have pit stops causes his back tyres to burst into flames. He ends the race in a tie with the King and Chick Hicks. A tiebreaker race is arranged for the following week, to determine the champion.

Frustrated, Lightning becomes separated from his transport truck, Mack, and gets lost on Route 66. After a chase with the Radiator Springs Sheriff, Lightning crashes and

damages the town's main street. He ends up in traffic court and is sentenced to repair the road.

After several attempts to fix the road – and a few failed attempts to escape the town – Lightning resolves to fix the road properly and take better care of the town. In the process, he learns to love Radiator Springs and its residents enough to call it home.

He leaves the town before the final tiebreaker race, fearing that he will lose. But, after learning that there is more to racing than winning, he decides to accept defeat and help his struggling friends win the race instead.



## CHARACTERS



### *Lightning McQueen*

This arrogant car becomes kinder during his time in Radiator Springs.



### *Mater*

Fun and loveable, this rusty tow truck is Lightning McQueen's best friend.



### *Sally*

Intelligent, charming and witty, she is the town attorney who improves Radiator Springs.



### *Doc Hudson*

A loved member of Radiator Springs, he serves as the town judge and doctor.



### *Flo*

Flo arrived in Radiator Springs as a touring Motorama Show girl and decided to stay.



### *Ramone*

Ramone helps to prepare the cars for their races with wonderful paint jobs.



### *Luigi and Guido*

Luigi runs Luigi's Casa Della Tires. Guido dreams of working in Lightning's pit crew.



### *Sarge*

A World War Two veteran who is full of stories and can boast a medal.



### *Fillmore*

This psychedelic Volkswagen bus sells organic fuel.



### *Lizzie*

The owner of the Radiator Springs Curios shop.



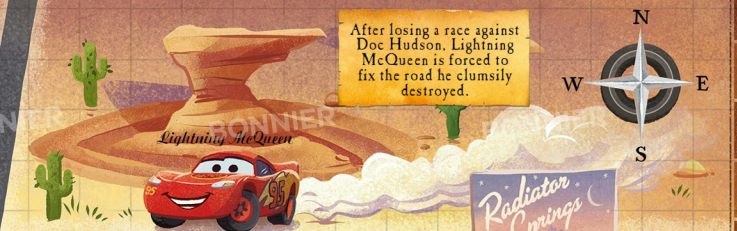
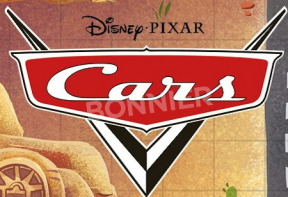
### *Red*

A shy fire truck that loves to water the flowers around Stanley's statue.



### *Sheriff*

He is determined to keep law and order in Radiator Springs.



After losing a race against Doc Hudson, Lightning McQueen is forced to fix the road he clumsily destroyed.



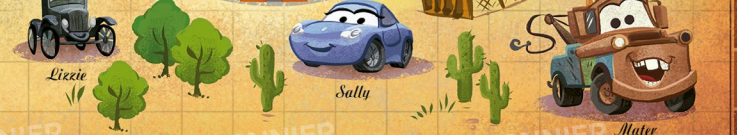
Residents of Radiator Springs socialise at Flo's V8 Café.

Sarge sells various useful military items, such as night vision goggles.



Ramone paints the cars and gets them ready for racing.

Lightning McQueen loves to stay at the Cozy Cone Motel!



Luigi and Guido

Lizzie

Sally

Mater

After he was caught speeding by the Sheriff, Lightning McQueen was held prisoner at the impound.

# Disney · PIXAR THE INCREDIBLES

Bob and Helen Parr used to be two of the greatest crime-fighting superheroes. But when people started to sue them, they decided to live normal lives with their three children Violet, Dash and baby Jack-Jack. Bob wants things to go back to the way they were, so when he loses his boring job and is contacted by the mysterious Mirage, he is excited. She needs his help with an out-of-control robot. This is the opportunity Bob has been waiting for.

It's not long before Mirage has another job for him – this time, a robot is rampaging on Nomanisan Island. With his new superhero suit designed by the fabulous Edna, Mr Incredible is feeling like his old self. But when he arrives, he realises it's a trap. The island is owned by Syndrome – he used to be Mr Incredible's biggest fan, Incrediboy, but when Mr Incredible shunned his offer of partnership, he plotted his downfall.

Helen is able to track Bob's movements. She realises he must be in danger and heads to the island. Dash and Violet sneak along too, leaving Jack-Jack with a babysitter.

When they arrive, Helen hunts for Bob. Violet and Dash are forced to use their superpowers to survive. Dash learns that he can run across water and Violet learns to create forcefields.

When the four Incredibles reunite, they are ready to take on Syndrome. They follow him back to Metroville where he has let loose another robot. With a little help from old friend Frozone, they save the city. Then Syndrome kidnaps baby Jack-Jack! However, Jack-Jack discovers superhero abilities of his own. He shapeshifts into various forms and saves himself. What an incredible family!



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## CHARACTERS



*Helen*

Helen, aka Elastigirl, can stretch her body to extraordinary lengths.



*Bob*

Bob, aka Mr Incredible, just wants to save the world.



*Violet*

Violet can make herself invisible and generate forcefields.



*Dash*

Dash can run faster than lightning and is desperate to compete in school sports.



*Jack-Jack*

The youngest member of the family, baby Jack-Jack hasn't revealed any superpowers... yet.



*Kari*

The babysitter has no idea what she's in for when she agrees to babysit Jack-Jack.



*Edna Mode*

Edna is a fabulous designer who specialises in machine washable superhero suits.



*Frozone*

Frozone is an old friend of Bob and Helen's – he can freeze water.



*Mirage*

Mirage is Syndrome's partner in crime. She tricks Mr Incredible into going to Nomanisan Island.



*Syndrome*

A former fan of Mr Incredible. Being rejected by his hero made Syndrome the villain he is today.

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Disney · PIXAR



# THE INCREDIBLES

The volcano is the site of Mr Incredible's first battle with an omnidroid robot.

This is where Syndrome launches his omnidroid rocket, which is carrying his latest droid.

The Parr family live in Metroville. It's the site of their showdown with Syndrome.

The cave is where the superhero, Gazerbeam, meets his end at the hand of one of Syndrome's droids.

Syndrome's secret lair has everything he could need, including a hangar deck for his jets and rockets.

Hidden behind the lava wall, the control room is where Syndrome operates the omnidroid.



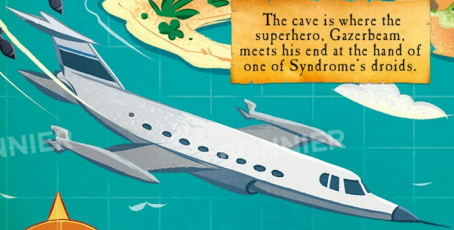
Bob



Kelen



Syndrome



Violet



Dash



Remy is a rat with a refined palate and ambitions to become a gourmet chef. However, his talents are wasted – until he finds himself stranded near Gusteau's, the top restaurant in all of France.

From the kitchen skylight, Remy watches the hapless Alfredo Linguini struggle to make a soup. Remy tumbles into the kitchen where he sets to work fixing the dish – until Linguini catches him. But the soup is a success, Linguini keeps his job and a friendship begins. They work together with Remy hidden out of sight as he helps Linguini navigate the kitchen.

Remy discovers that Linguini is Gusteau's son and that he has been the rightful owner of the restaurant since Gusteau died. Linguini takes control of the restaurant and starts a romantic relationship with chef Colette. Poor Remy feels left out and questions his friendship with Linguini. Can rats and humans ever really be friends?

Anton Ego – a top food critic who last gave Gusteau's a bad review – announces he will visit the restaurant. After falling out with Linguini, Remy and his rat pack raid the kitchen and Linguini chases them out. But Linguini realises he needs Remy's help. He reveals his secret sous-chef to the staff and everyone leaves – apart from Colette.

Colette helps Remy prepare a new ratatouille for Ego. Unable to believe that a rat cooked such a delicious dish, Ego witnesses Remy at work. To everyone's surprise, Ego writes a glowing review! He funds a new restaurant, La Ratatouille, run by Linguini and Colette that has dining areas for both rats and humans, with a kitchen designed especially for Remy.

## CHARACTERS



### Remy

A rat with special talents in the kitchen and ambitions to become a top chef.



### Emile

Remy's sympathetic older brother.



### Alfredo Linguini

A failing cook who turns to Remy for help to save his job.



### Colette

An assertive chef who works at Gusteau's with Linguini.



### Gusteau

The well-known chef and restaurant owner who recently died.



### Anton Ego

The top food critic whose reviews make or break a restaurant.



### Skinner

A grumpy chef who wants to own Gusteau's restaurant himself.



### Mabel

Remy lives in Mabel's attic with his rat colony until he is separated from them.

Disney · PIXAR  
**RATATOUILLE**  
(rat-a-too-ee)



The bistro run by Linguini and Collette caters for both rats and humans.



Remy and Linguini meet in Gusteau's restaurant and create food together.

Linguini's Parisian flat has a view of the Eiffel tower.



Anton Ego lives in a mansion and can be found writing reviews on his typewriter



BONNIER

BONNIER

BONNIER

BONNIER



Shy Carl and outgoing Ellic dream of travelling to Paradise Falls in South America. When Ellic passes away, Carl refuses to sell their home to developers. He instead hitches it up with balloons and sets sail for South America.

Little does he know, a Wilderness Explorer named Russell is on his front porch hoping to achieve his badge for Assisting the Elderly. Russell hitches a ride, and after a storm, they reach fantastical Paradise Falls, which is full of lush jungles, strange rock formations, towering mountains and mysterious caves.

They head towards the Falls themselves with balloons popping above them. They meet a vibrant, chocolate-loving bird who Russell names Kevin, and a lovable talking dog called Dug. The next day a pack of dogs, led by Alpha, take the intruders to see his master.

Carl is excited to discover that 'the master' is his childhood hero, explorer Charles F Muntz! Muntz explains that he is hoping to

capture a huge, vibrant bird. Russell says that the bird sounds like Kevin. Muntz's reaction makes them realise that he has gone mad. They flee, but Muntz follows – capturing Kevin and setting fire to Carl's house. Carl saves his house, leaving Kevin for Muntz.

Russell is saddened that Carl sacrificed Kevin and starts his own mission to save the bird. When Carl finds Ellic's scrapbook, filled with pictures from their life, he understands what he should do, and joins Russell. A battle in the sky above Muntz's airship results in Muntz – and Carl's house – falling down.

After a true adventure, Carl, Russell and Dug set a course for home, arriving just in time for Russell's badge-giving ceremony.

## CHARACTERS



*Carl*  
A cantankerous widower who is holding on tightly to his past.



*Ellic*  
Carl's fun-loving wife who dreamed of exploring Paradise Falls.



*Russell*  
A Wilderness Explorer with a kind heart who tags on for the adventure.



*Dug*  
A loyal talking golden retriever who gets distracted by squirrels.



*Kevin*  
A rare bird who is named 'Kevin' by Russell while she gathers food for her chicks.



*Charles F. Muntz*  
The famous explorer trying to capture Kevin to prove that the rare bird exists.



*Alpha*  
A German Shepherd and leader of Muntz's pack of talking dogs.



*Beta and Gamma*  
Members of the dog pack and followers of Alpha.



Disney · PIXAR



Carl is excited when he sees Muntz's Spirit of Adventure airship.



Carl, Russell and the balloon-tethered house land on the top of a mountain.



Carl and Ellie dreamed of visiting the exotic Paradise Falls.

Explorer Charles F Muntz lives in a cave and plots to capture Kevin.

Carl and Russell meet Kevin on their way to the Falls.

Friendly Dug tags along with Carl and Russell on their journey.





# Disney FROZEN

In the kingdom of Arendelle, Princess Elsa was born with a touch of icy magic in her. After accidentally injuring her sister, Anna, she spends years locked in the castle learning to bury her powers – telling nothing to confused Anna. Years later, Elsa and Anna's parents are tragically lost at sea. As next in line to the throne, Elsa closes the palace to visitors to keep her powers a secret.

When Elsa comes of age, she opens up the palace for her coronation ceremony. Charming Prince Hans arrives and Anna falls in love with him. But Elsa doesn't give them her blessing to marry, and her anger unleashes her powers. Hans convinces the town that the Queen is dangerous. Confused, Elsa runs to the mountains and builds a palace of ice.

The strength of Elsa's power stretches down to Arendelle and the town becomes engulfed in winter. Loyal Anna sets out to find her sister. She meets Kristoff and his reindeer Sven while collecting supplies, shortly followed by Olaf, a friendly snowman.

Anna tells Elsa that Arendelle is frozen, and Elsa, not knowing how to undo her actions, accidentally freezes Anna's heart, then creates a giant snowman to chase them away. Kristoff takes Anna to Grand Pabbie, leader of the trolls, who declares that only 'an act of true love' will melt Anna's heart. Thinking that Anna needs a kiss from Hans, Kristoff races her back to Arendelle.

But Hans has captured Elsa! He refuses to save Anna and reveals his plot to rule Arendelle. When Anna saves Elsa's life, she freezes solid, and as she thaws, they see that this 'act of true love' has broken the spell. Elsa realises love is the key to controlling her magic!



## CHARACTERS



**Anna**  
Anna is a big-hearted, friendly, adventurous princess who is always loyal to Elsa.



**Elsa**  
The princess with icy magical powers that she learns to handle with love.



**King Agarr and Queen Iduna**  
When the King and Queen of Arendelle are tragically lost at sea, they leave their castle and kingdom to their eldest daughter, Elsa.



**Kristoff**  
An iceman raised by Grand Pabbie and Bulda who falls for Anna.



**Sven**  
A patient listener. Sven the reindeer is always there to help Kristoff.



**Olaf**  
A snowman created from Elsa's magic who loves warm hugs.



**Prince Hans**  
Anna's first love – who plots to take over her kingdom.



**The Duke of Weselton**  
An arrogant duke with plans to exploit Arendelle and kill Elsa.



**Grand Pabbie and Bulda**  
The wise trolls who adopted Kristoff and help Anna and Elsa.



**Oaken**  
The tradesman who set up a shop and sauna in the chilly forest.



**Marshmallow**  
The giant snowman created by Elsa to guard her palace.

# Disney FROZEN

The sisters spend their childhood locked inside Arendelle Castle.

Arendelle town sits on the docks and is bustling with markets.

Kristoff's sleigh is destroyed after he and Anna are chased by wolves in the forest.

Anna and Kristoff first meet at Oaken's Trading Post in the mountains.

The wise trolls are always there to help Elsa and her family with her magic.

Marshmallow the giant ice man protects Elsa and her Ice Palace.

Afraid of her own powers, Elsa banishes herself from her own kingdom.



# Disney MOANA

Motunui is a thriving, self-sufficient and peaceful island gleaming with tropical beauty. The island goddess Te Fiti created the island, its people and its wildlife. Originally a benevolent goddess, things took a turn when the demigod Maui stole her heart – a small pounamu stone.

Left without a heart, the island collapsed, and a lava monster named Te Kā confronted Maui. At this, Maui dropped his fishhook and Te Fiti's heart into the ocean, which threatened the island's existence.

A thousand years later, the island is slowly dying. Moana discovers a small stone on the shore as a toddler – it's Te Fiti's heart. Her chieftain father, Tui, tells her to rush home to the village and she leaves the stone behind.

As a teenager, Moana is preparing to become the next chief – despite her wish to leave the

island. She meets Gramma Tala by the shore, and shares her wish to explore the sea. Gramma Tala shows Moana where the boats of their ancestors are stored. She also gives Moana the heart of Te Fiti. Moana sets off on a mission – with the reluctant help of Maui – to return the heart to Te Fiti and restore the island.

The mission is far from easy. The jewel-collecting crab, Tamatoa, is after them, there is a mountain of lava to tackle and the frightening monster, Te Kā, to deal with. Will Moana be able to make Motunui a paradise once again?



## CHARACTERS



**Moana**  
The brave and strong-willed daughter of chief Tui, who saves the island.



**Maui**  
A boisterous demi-god in charge of protecting mankind.



**Gramma Tala**  
Moana's grandmother loves the ocean, just like her granddaughter.



**Chief Tui**  
The chief of Motunui forbids his daughter from travelling the seas.



**Sina**  
Sina is Moana's sharp and playful mother.



**Heihei**  
The clumsy rooster of Motunui.



**Pua**  
Moana's loyal pet pig is innocent and energetic.



**Te Fiti**  
The magical mother island able to create life.



**Kakamora**  
The dangerous tribe of pirates that Moana and Maui encounter.



**Tamatoa**  
A villainous crab who loves everything shiny.



**Te Kā**  
A destructive, heartless lava demon.

# Disney MOANA

When a new ruler is ready to take over, they must place a stone on top of the sacred mountain.

Gramma Tala

When Moana and Maui reach Te Fiti and Te Kā, they realise the land is spilling with lava.

Te Fiti

Tamatoa

Tamatoa hoards shiny treasures in his lair. This is in the Realm of Monsters, the darkest part of Lalotai.

Sina

Chief Tui

Maui

Heihei

Dua

Maui

Zakamora

When Maui stole Te Fiti's heart, he was banished to this desolate island.



Disney · PIXAR

# MONSTERS UNIVERSITY

## CHARACTERS

Monsters University isn't the kind of school you end up at by accident. Students are likely to have dreamed of attending MU since they were a larva, grub, egg, puggle or chicle. Mike Wazowski has dreams of becoming a Scarer – despite the fact he's not that scary at all. Sulley, on the other hand, comes from a long line of Scarers.

Sulley is accepted into the most prestigious fraternity at MU – Roar Omega Roar. He relies on his natural ability, which doesn't work for long, and he is expelled from the fraternity after failing his final exam.

Mike has been working hard, and although he too fails his final exam, the Dean agrees to reinstate him and his fraternity, Oozma Kappa, if they win the 'Scare Games'. But if they lose, they must leave. The fraternity lets Sulley join, seeing him as their chance for victory.

The competition isn't easy, but Oozma Kappa beats Roar Omega Roar. When Mike discovers

that he only won his challenge because Sulley rigged it, he is determined to prove he has what it takes to become a Scarer.

Mike enters the human world and goes to a summer camp full of children – who aren't scared of him. Sulley tries to rescue him, but Hardscrabble deactivates the door back to MU. Sulley and Mike realise the only way they can escape is to generate enough scream energy to power the door from their side. Working together, they begin to terrify the rangers and generate a huge amount of scream energy. They return to the lab with seconds to spare!



*Mike Wazowski*  
A small, green monster who has trouble being scary.



*James P 'Sulley' Sullivan*  
A naturally scary monster and Mike's best friend.



*Randy Boggs*  
Sulley and Mike's arch-nemesis who struggles to control his invisibility powers.



*Dean Hardscrabble*  
The strict Dean of Monsters University.



*Don Carlton*  
A middle-aged student and the president of the Oozma Kappa fraternity.



*Scott 'Squishy' Squibbles, Art, Terri and Terry Perry*  
Members of the Oozma Kappa fraternity. They work together towards victory at the Scare Games, hoping that the Dean will allow them to stay at MU.



*Johnny Worthington*  
President of the Roar Omega Roar fraternity.



*Ms Sheri Squibbles*  
Scott's mother, who looks after the fraternity when they visit.



*Archie the Scare Dig*  
The mascot of Fear Tech, MU's rival university.

Disney · PIXAR  
**MONSTERS UNIVERSITY**

Monsters University is located in the city of Monstropolis and was founded in 1313.

*Dean Hardscrabble*

*Scott Squishy Squibbles*

*Johnny Worthington*

'Avoid the Parent' takes place in the silent university library during the Scare Games.

*Archie the Scare Pig*

*James P 'Sully' Sullivan*

Mike and Sully both end up in a class at the School of Scream Can Design, which is not much fun.

*Feri and Terry Derry*

The 'Simulated Scare' event takes place in the Amphitheatre.

The members of Roar Omega Roar fraternity live on Frat Row.

*Mike Wazowski*



# Disney · PIXAR INSIDE OUT

Riley is a girl with a passion for ice hockey. Her mind – the Headquarters – is home to her five emotions: Joy, Sadness, Fear, Disgust and Anger. Joy ensures her happiness, Fear keeps her safe, Anger keeps her life fair and Disgust helps her make smart decisions. Sadness, on the other hand, is often ignored.

Together, the emotions help Riley with her life via the 'control panel'. They are also in charge of forming her memories, which are colour-coded by emotion. At the end of each day, these memories are sent to the maze that is Long-Term Memory. Riley's most cherished memories power her five Islands of Personality: Family Island, Friendship Island, Hockey Island, Honesty Island and Goofball Island.

When Riley turns eleven, her family relocates to San Francisco and Riley's emotions go out of control. Sadness turns one of Riley's happy memories into a sad one and even causes one of

her core memories to be lost. Joy and Sadness fight, and Joy tries to keep Sadness away from Riley.

This leads to Sadness making Riley cry in front of her classmates. When Joy tries to get rid of the new memory, she accidentally knocks out all of Riley's core memories. These memories are sent into the far reaches of Riley's mind.

Joy and Sadness head to Long Term Memory to recover Riley's memories and ease her new life. They learn that none of the emotions should be ignored, not even Sadness.

## CHARACTERS



*Riley*

A girl who loves ice hockey. Her emotions support her in her move to San Francisco.



*Joy*

Riley's main emotion. Joy is happy and full of energy.



*Sadness*

Constantly at odds with Joy. Sadness struggles to be positive.



*Anger*

When he gets frustrated, the top of his head bursts into flames!



*Fear*

Often unsure of himself, Fear's main job is to keep Riley safe.



*Disgust*

Disgust has high expectations of everyone and isn't very patient.



*Bing Bong*

Riley's old imaginary friend is part cat, part elephant and part dolphin.



*Jangles*

This giant clown with blue hair represents Riley's darkest fears.



*The Forgotten*

These are the managers of Riley's unimportant memories.



*Rainbow Unicorn*

An actress who works at Dream Productions.

# Disney · PIXAR INSIDE OUT



*Bing Bong*



Honesty Island collapses when Riley takes her mother's credit card.



*Jangles*



Dream Productions make Riley's dreams light up at night.



*Rainbow Unicorn*



*Sadness*



The emotions live in the mind's Headquarters – Joy, Sadness, Fear, Disgust and Anger.



Friendship Island is dedicated to Riley's friendships – especially her best friend Meg!



*Joy*



After Riley's father tried to make her smile by acting goofy, Gooftball Island was destroyed.



Imagination Land features the French Fry Forest, Trophy Town, Cloud Town, Lava Pits, House of Cards and the Imaginary Boyfriend Generator!



*The Forgotten*

In Long Term Memory, the shelves curve and bend to resemble the folds and wrinkles of Riley's brain.



Disney · PIXAR

# COCO

Santa Cecilia is a colourful village in the heart of Mexico. With its lively shops, open markets and warm residents, this is home to many families who value their culture and history. The village is alive with music and decorated with papeles picados. Miguel lives here with his large family, the Riveras, who are known for their shoe store.

Miguel dreams of becoming a musician, like his hero Ernesto de la Cruz, but music is forbidden at home. His great-great-grandmother Imelda's husband left her and her daughter Coco to pursue a music career. From that moment on, music was banished from the family's home.

On the Day of the Dead, a Mexican celebration to honour those who have passed away, Miguel uncovers a photograph that shows his great-great-Grandfather holding Ernesto de la Cruz's guitar. Although the face has been torn off, Miguel is sure his great-great-grandfather must be Ernesto.

Determined to enter the Day of the Dead talent show, Miguel breaks into Ernesto's mausoleum and borrows the guitar, but when he strums it, he becomes invisible to the living.

He is taken to the Land of the Dead by his relatives and learns that he has been cursed for stealing from the dead. He must return to the Land of the Living before sunrise or he can never return. But Miguel is determined to find his grandfather first. When Miguel meets Ernesto, his hero isn't all he seems to be, and the fate of his great-great-grandfather is revealed.



## CHARACTERS



*Miguel*

A 12-year old aspiring musician who idolises Ernesto de la Cruz.



*Dante*

A street dog who befriends Miguel and accompanies him to the Land of the Dead.



*Ernesto De La Cruz*

The most famous Mexican musician that ever lived... and died!



*Hector*

A charming trickster who helps Miguel in the Land of the Dead.



*Mama Imelda*

Miguel's great-great-grandmother, who he meets in the Land of the Dead.



*Pepita*

The spirit guide to the Riviera family. Pepita acts as a guide-protector.



*Mama Coco*

Miguel's great-grandmother who was abandoned by her father as a child.



*Abuelita*

Miguel's grandmother and Mama Coco's daughter.



*Mama*

Miguel's mother, who is expecting her second child.



*Papi*

Miguel's father, who has hopes his son will join the family shoe-making business.

Disney PIXAR

# COCO

In the centre of Mariachi Plaza stands a statue of the famous Ernesto de la Cruz.

Ernesto De La Cruz

The Santa Cecilia Cemetery houses the large and lavish mausoleum of Ernesto de la Cruz.

Miguel

Dante

In the Ofrenda Room, photographs of ancestors are placed on the Day of the Dead to honour their memory.

Miguel can practise on his makeshift guitar in his attic in secret.

The Riverias sell shoes – everyone in the family has a role to play in the business!

Papa

Mama

Abuelita

Mama Coco

Disney · PIXAR

# BRAVE

The kingdom of DunBroch in the Scottish Highlands is home to four proud clans. King Fergus and Queen Elinor of Clan DunBroch rule over Clan Macintosh, Clan MacGuffin and Clan Dingwall. When the King and Queen decide to prepare their daughter for court, Merida just wants to practise archery and explore the kingdom.

The Lords Mactinosh, MacGuffin and Dingwall are called to present their sons to Merida for her hand in marriage. They compete in the Highlands Games to decide the winner. Merida chooses archery as the deciding sport.

When Lord Dingwall's son wins by accident, Merida enters the competition herself, and wins! The Queen is not happy and the two fall out. Merida tears the family tapestry in anger, and in return, the Queen throws Merida's much-loved bow into the fireplace.

Merida flees. She comes across an elderly witch's hut on Will O' the Wisp's trail. She

asks the witch to create a spell to change the Queen. The witch makes an enchanted cake and Merida returns to the village with the cake for her mother. Merida gets more than she bargained for when the cake turns the Queen into a bear!

In a panic, Merida returns to the witch's hut to fix the problem. Merida is left with a riddle about repairing a pride-torn bond. Determined to have her mother back in human form, Merida works to heal the family and strengthen the DunBroch clan.



## CHARACTERS



**Merida**  
A passionate, brave and fiery princess skilled at archery and sword fighting.



**Queen Elinor**  
Wise and strong, she is fiercely dedicated to protecting her family and her kingdom.



**King Fergus**  
A heroic warrior and a ferocious, vengeful bear hunter.



**Harris, Hubert and Hamish**  
The mischievous triplet sons of King Fergus and Queen Elinor.



**Maudie**  
The kind nursemaid of Harris, Hubert and Hamish.



**Angus**  
Merida's powerful horse and confidant.



**The witch**  
A magical wood carver who can move her broom without touching it!



**Mor'du**  
A 13 foot-tall feral bear who is ruthless and aggressive.



**Lord and Young Macintosh**  
Slightly hysterical Lord Macintosh's confident son seeks Merida's hand in marriage.



**Lord and Young MacGuffin**  
Calm young MacGuffin competes for Merida's hand in marriage. Lord MacGuffin's voice echoes throughout the land!



**Lord and Wee Dingwall**  
Lord Dingwall is quick-tempered and scrappy. Wee Dingwall, a lost and hopeless youngster, is the third suitor.

Disney · Pixar  
**BRAVE**

Only the bravest rulers of DunBroch drink from the waterfall. That includes Merida!

With its simple design, the castle is home to King Fergus, Queen Elinor, Princess Merida and triplets Harris, Hubert and Hamish.

Deep in the forest, the Witch sells bear carvings and practices magic at her cottage.

The royal family welcomes the Lords and their clans in the Great Hall.



Lord and Young MacGuffin

Queen Elinor King Fergus

Lord and The Dingwall

Lord and Young MacGuffin

Merida

Lord and Young Macintosh

The Highland games feature archery, the caber toss, the haggis flip and the cake toss.

At DunBroch Harbour, Merida, Elinor and Fergus say goodbye to the visiting Lords and their sons.



# Disney · PIXAR FINDING DORY

When forgetful Dory was little, she lived with her parents in her cosy coral home in Morro Bay, California. One day a strong current pulled her away and took her all the way to the Great Barrier Reef. Here, she helps Marlin find his son, Nemo.

Dory seems happy in her new life, helping to raise clownfish Nemo, but when she remembers her parents, she longs to find them. She remembers only that they lived in Morro Bay, California, and she asks Nemo, Marlin and Crush for help.

Along the way, Dory recognises different places, which jogs her memory. When she reaches the Marine Life Institute, she realises this was where she lived with her parents, Charlie and Jenny, and her memories become more frequent. She becomes more determined than ever to see her parents again.

Dory is separated from Marlin and Nemo and ends up in the Marine Life Institute alone. She reconnects with her old 'pipe pal', Destiny the whale shark. She also meets Bailey the beluga whale and Hank the octopus with seven tentacles. Dory learns that she used to live with her parents at the Open Ocean Exhibit and enlists Hank to take her through the Institute.

They all work together to avoid the hermit crabs and swim away from the scary giant squid. When Dory finds herself lost in a kelp forest, it's her determination and unique personality that lead her back to her parents.



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## CHARACTERS



*Dory*  
Dory is a blue tang fish known for her short-term memory loss.



*Hank*  
A stern but warm-hearted octopus with seven tentacles.



*Destiny*  
A clumsy but lovely white shark who lives at the Marine Life Institute.



*Bailey*  
Destiny's companion. Bailey is the Marine Life Institute's resident beluga whale.



*Jenny*  
Dory's mother is sweet, caring and hopeful.



*Charlie*  
Dory's jolly father adores his daughter.



*Becky*  
This kooky loon befriends Marlin – to the dismay of Nemo.



*Fluke and Rudder*  
A pair of sea lions who lounge on the rocks outside the Marine Life Institute.



*Gerald*  
Fluke and Rudder don't allow Gerald to join them on the rocks.

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Disney · PIXAR

# FINDING DORY

Nemo and Marlin live in an orange anemone on the Great Barrier Reef in Australia.

Dory, Marlin and Nemo take the East Australian Current to go to the Marine Life Institute – in California!

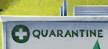
The Marine Life Institute shelters rescued species before releasing them back to the ocean.

When Dory gets tagged and taken to the Quarantine section, she meets Hank the grouchy octopus.

The Sea Lion Rocks are home to Fluke and Rudder, who want the rocks all to themselves.



Hank



When Dory gets tagged and taken to the Quarantine section, she meets Hank the grouchy octopus.



Destiny



Bailey



Charlie

Jenny



Rudder

Fluke

Gerald



Bucky



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