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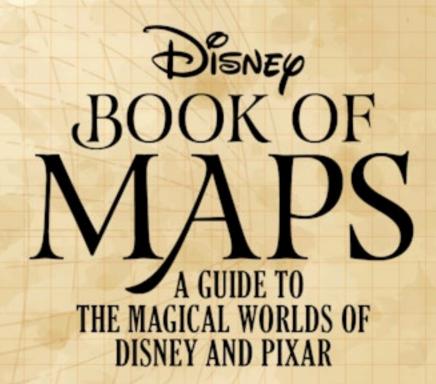
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FSC DUMMY

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PeterPan

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 Pane
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.



Hana
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.



DISNED

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.

Dumbo becomes more and more miserable On their way back. Timothy and Dumbo at the circus and there is nobody to fall asleep and have all sorts of strange and 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.

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 he and his mother are finally reunited.



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.



Casen Je A young steam train that travels from circus to circus.



Mr Stork A stork who delivers babies to the circus.



The Ringmuster 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.







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 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

I Te is still a puppet, but he is told that if 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?





Dinocehio 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.



Timing Pricket 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.



Gepetto's pet goldfish.



Figuro Geppetto's pet tuxedo cat.



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



DISNEP

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 out with a poisoned apple. Whoever eats it the Queen that Snow White has now will be cursed to live a sleeping death. Only 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 wakes up!

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





Snow 70hite 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!



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



Sneezy A dwarf with terrible hay-fever.



Нарри Jovial and optimistic Happy always wears a cheery smile.



Bashful The coy and selfconscious dwarf who blushes often.



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



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



Magie 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.



THE JUNGLE BOOK

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.



Moungli
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.



Kua
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.



Xing Louie
The ruler of the Ancient M
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 Kathi
A wise elephant who
patrols the jungle.
He is a strict and
inspiring leader.

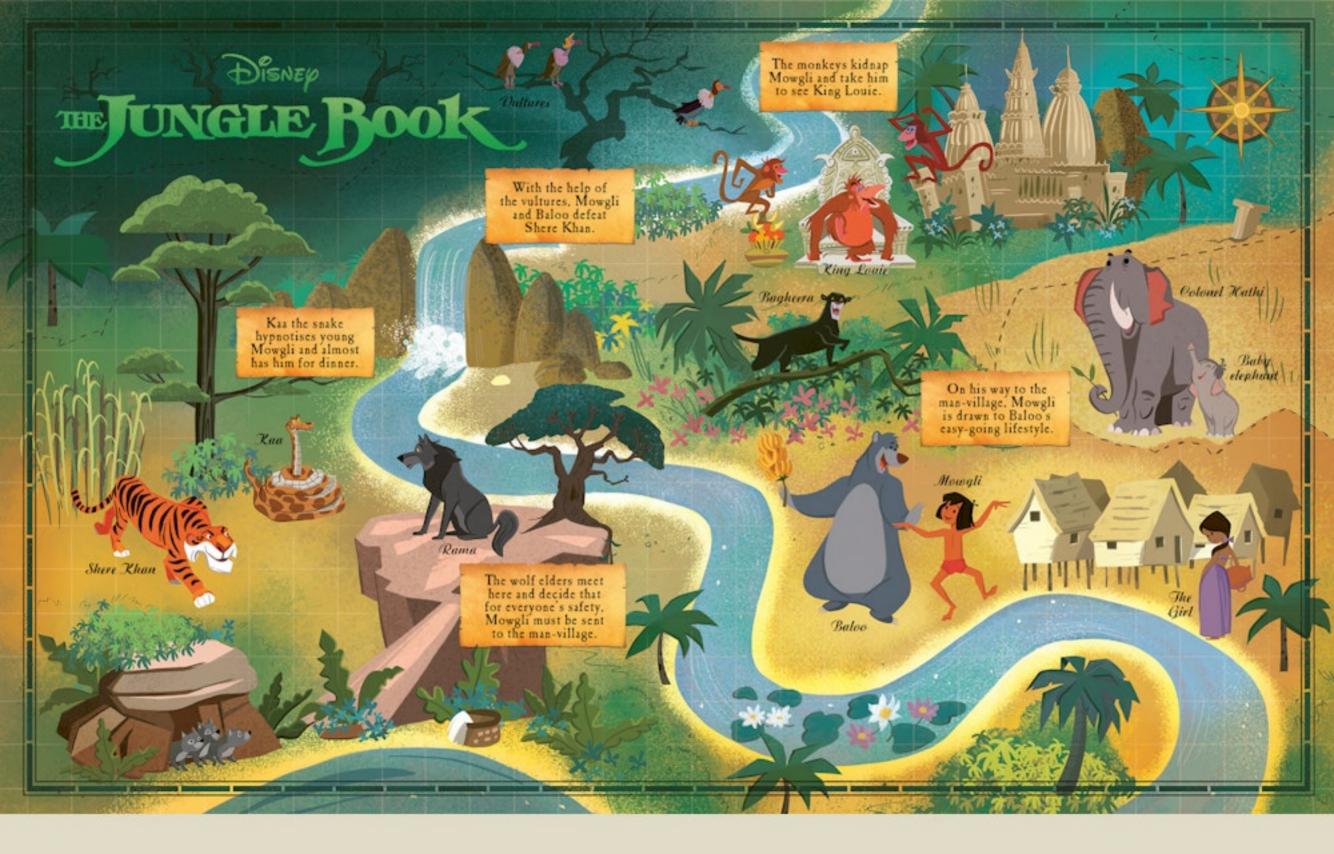


Baby elephant The son of the elephants Hathi and Winifred.



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





Beauty and 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.



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.



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



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



Thilippe
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.



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

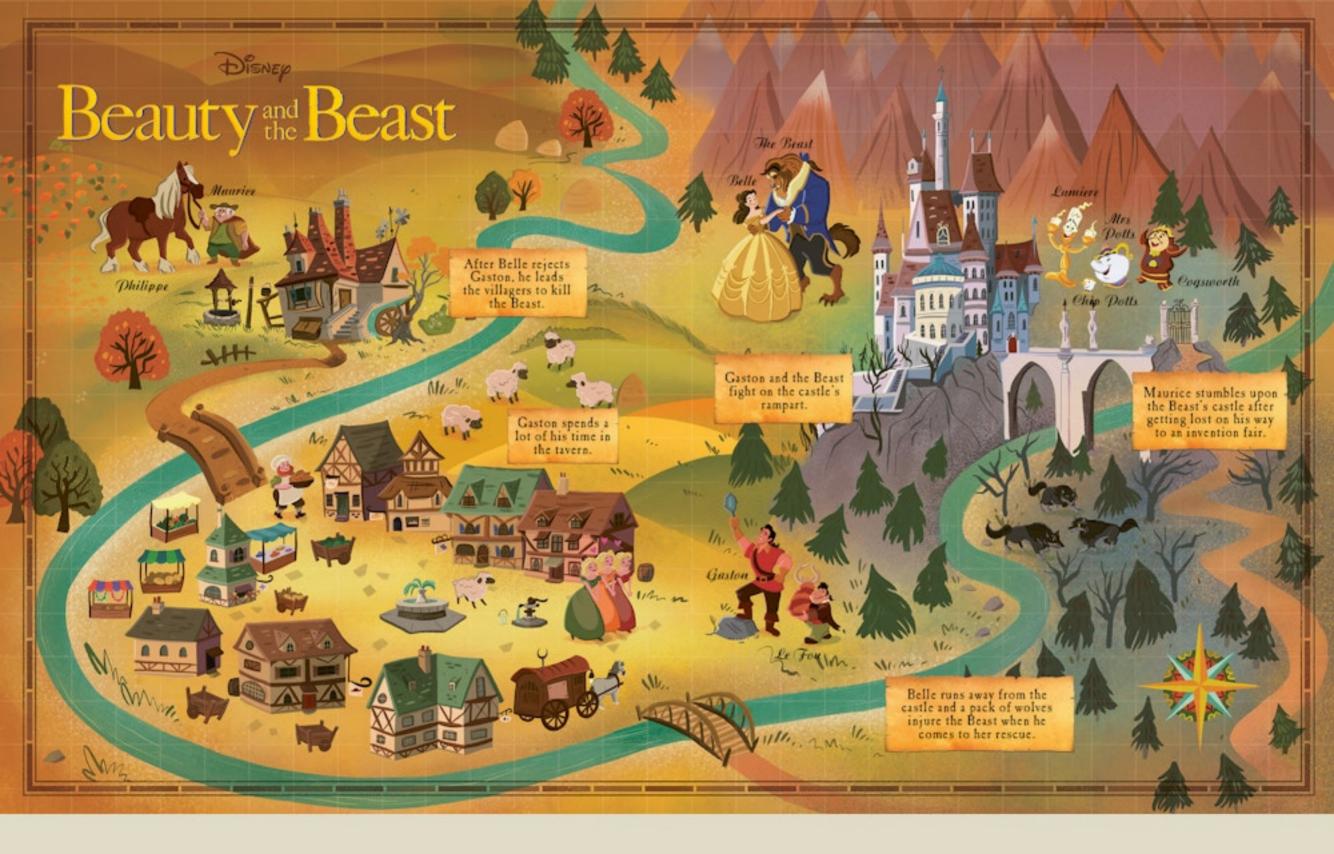


Babette A fun-loving castle maid and Lumiere's sweetheart.



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





DisNEP

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.



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 Magie Carpet
A good-satured 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.



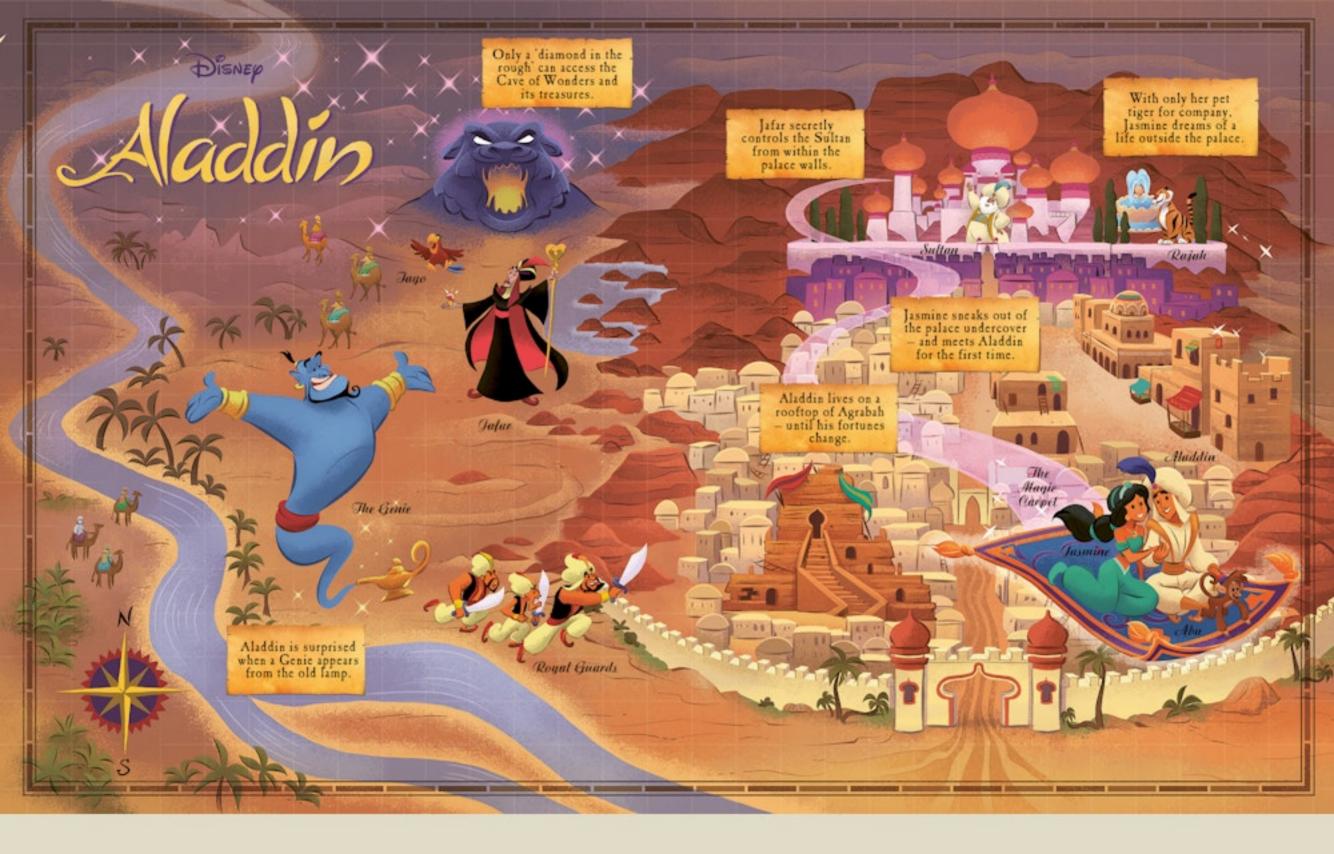
Jafar
The evil advisor to the
Sultan who manipulates
him to gain power.



Royal Guards.
Ahe aggressive
soldiers who follow
Jafar's orders.



Jago The obedient parrot on Jafa's shoulder.





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 eatch 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.





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



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



Ornella De Oil

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



Honce 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
ATV star who becomes
a role model for the
Dalmatian puppies.



Pateh
A lovable puppy
recognisable by the
distinctive patch
around his eye.



Penny Penny has fewer spots than her littermates.



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



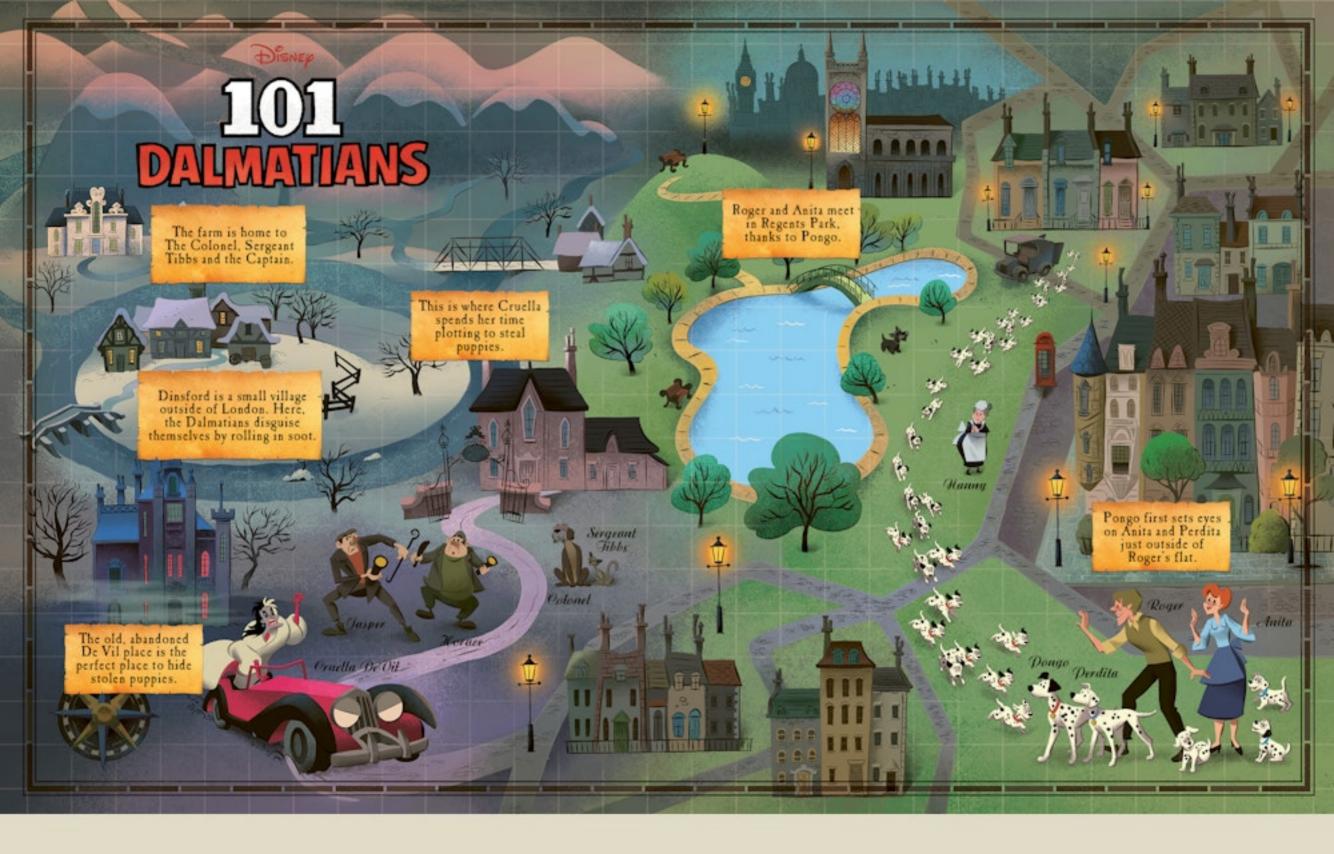
Rolly Rolly is always hungry, even after dinner.



Polonel
This Old English
Sheepdog helps rescue
the puppies.



Sergeant Tibbs
The Colonel's righthand-cat. The tabby
breaks into Hell Hall
and helps the puppies
escape.



DISNEP

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.

TYThen Ariel sees a ship on the surface, she Prince Eric, who has been searching for the wims 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.

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.



Souttle 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 Jelsam. Two sinister electric cels who follow Ursula's orders.



Prince Erie 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.



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



DISNEP

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.

A sayoung cub, Simba is excited about the Alife 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.



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



The sensible and grounded - but fun friend of Simba.



Mulasa 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.



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



Luzu The proud and serious right-hand bird to Mufasa.



Dumbaa A friendly warthog who is loval to his close friends.



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



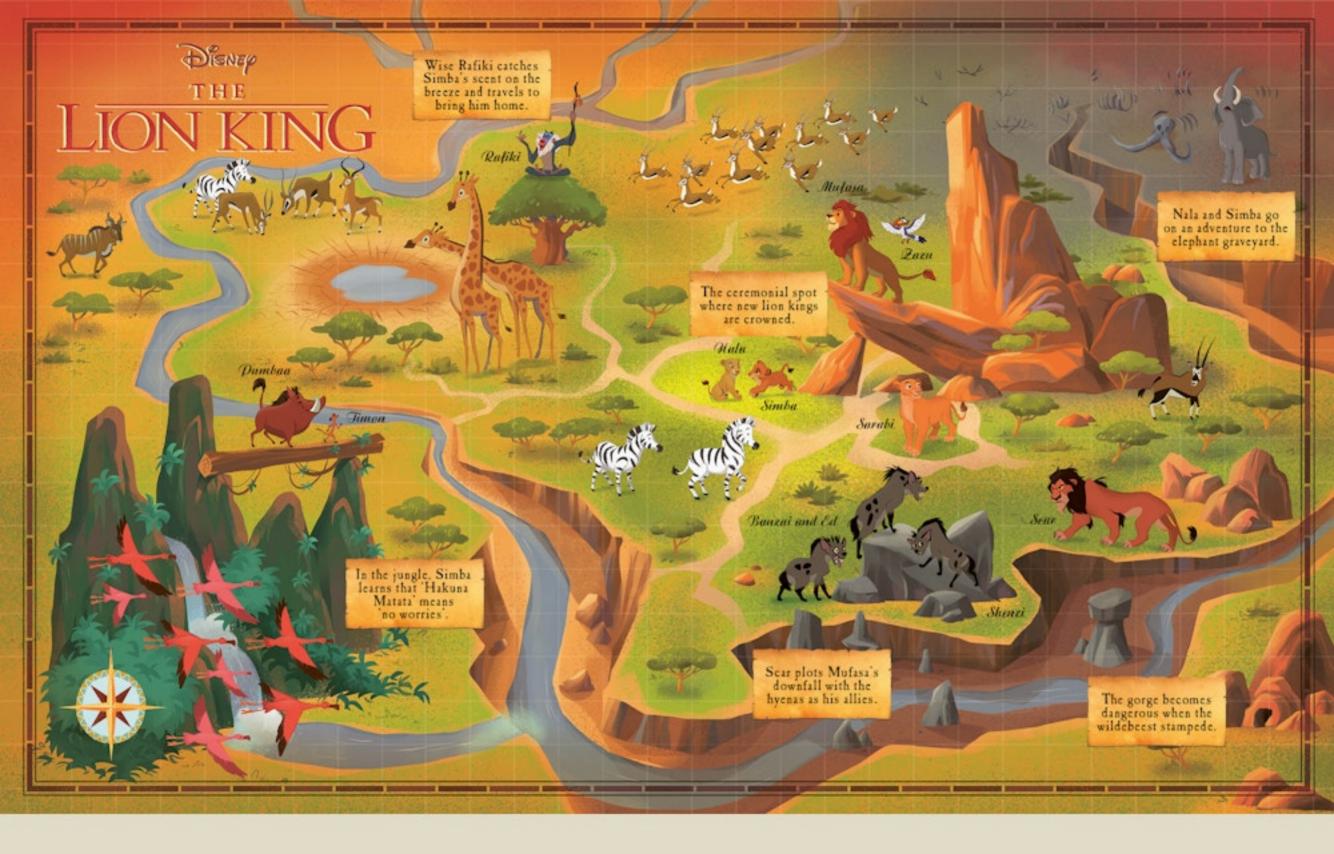
Simba's evil uncle who plots to overthrow his family and rule Pride Rock.



Shenzi A conniving hyena and supporter of Scar.



Banzai and Ed Scar's hyena allies who follow orders blindly.







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.

hen 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.





Lightning
MeQueen
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.



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



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.



Surge 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.



DISNEP PIXAR

HE 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 When they arrive, Helen hunts for Bob. Violet I 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.

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!





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



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



Wielet. Violet can make herself invisible and generate forcefields.



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



Jack-Jack The youngest member of the family, baby lacklack 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.







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 Anton Ego - a top food critic who last gave 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.

and that he has been the rightful owner of the relationship with chef Colette. Poor Remy feels left out and questions his friendship with Linguini. Can rats and humans ever really be friends?

The hapless Alfredo Linguini struggle to 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.

Remy discovers that Linguini is Gusteau's son Colette helps Remy prepare a new ratatouille for Ego. Unable to believe that a rat cooked restaurant since Gusteau died. Linguini takes such a delicious dish, Ego witnesses Remy control of the restaurant and starts a romantic 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.



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



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



Remy's sympathetic older brother.



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



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



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



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.







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

ittle does he know, a Wilderness Explorer Lanamed 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 Russell's badge-giving ceremony.

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 Ellie'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



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



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.



Kenin 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.





DISNEP 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.

TYThen Elsa comes of age, she opens up the Anna tells Elsa that Arendelle is frozen, and 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 the mountains and builds a palace of ice.

The strength of Elsa's power stretches down to But Hans has captured Elsa! He refuses to save Arendelle and the town becomes engulfed in winter. Loyal Anna sets out to find her sister. Anna saves Elsa's life, she freezes solid, and as She meets Kristoff and his reindeer Sven while collecting supplies, shortly followed by Olaf, a friendly snowman.

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 Queen is dangerous. Confused, Elsa runs to Anna's heart. Thinking that Anna needs a kiss from Hans, Kristoff races her back to Arendelle.

> Anna and reveals his plot to rule Arendelle. When she thaws, they see that this 'act of true love' has broken the spell. Elsa realises love is the key to controlling her magic!





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 Agnarr 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.



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



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



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



Drinee Hans Anna's first love - who plots to take over her kingdom.



The Duke of 70eselton An arrogant duke with plans to exploit Arendelle and kill Elsa.



Grand Dabbie 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.



MEANA

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.

Land a lava monster named Te Ka 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 jewelcollecting crab, Tamatoa, is after them, there is a mountain of lava to tackle and the frightening monster, Te Ka, to deal with. Will Moana be able to make Motunui a paradise once again?

leaming with tropical cople and its wildlife.

Mouna
The brave and
strong-willed daughter
of chief Tui, who saves
the island



Maui
A boisterous
demi-god is charge
of protecting markind.



CHARACTERS

Gramma Tala Moana's grandmother loves the oceas, just like her grandaughter.



Chief Jui 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 Fili
The magical mother island able to create life.



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



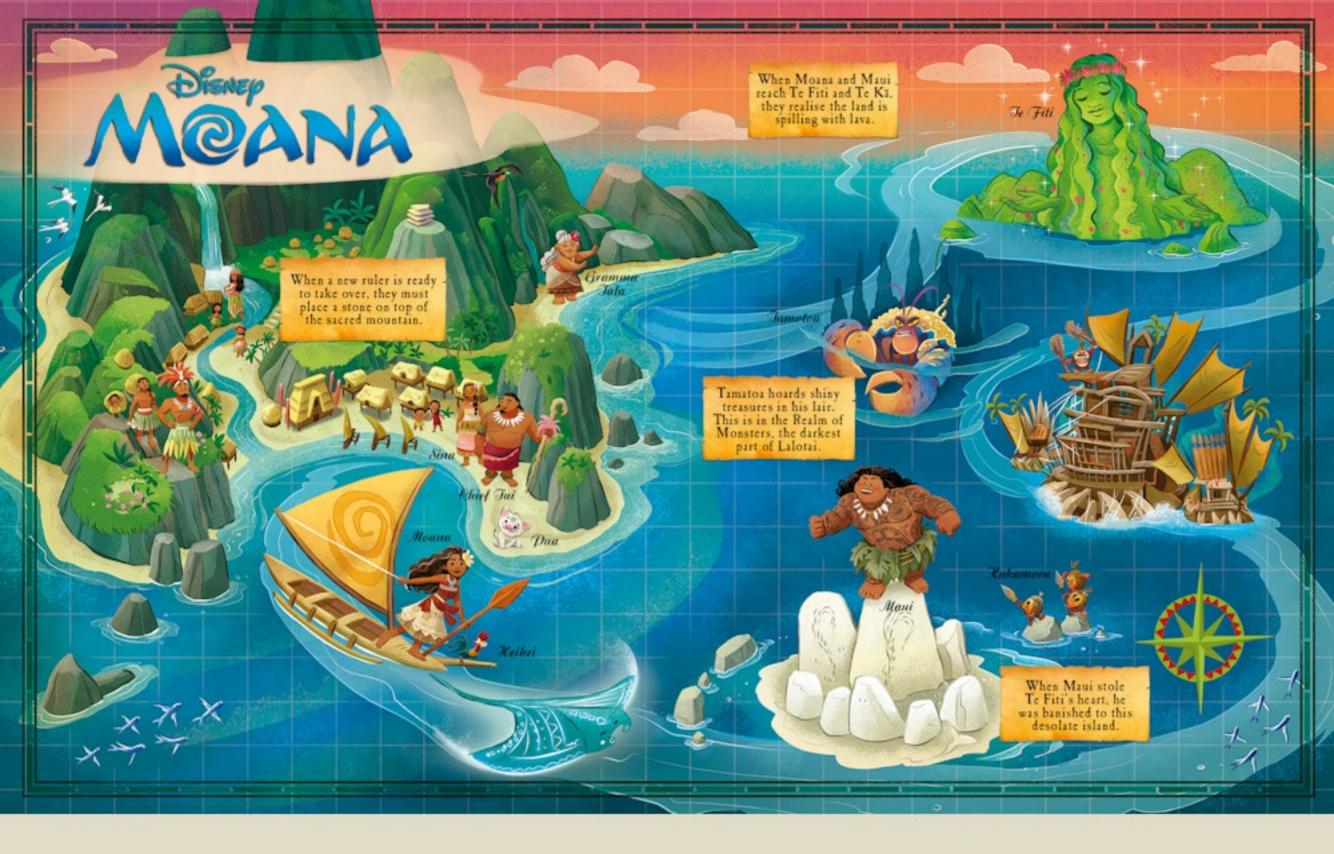
Jamoloa A villaisous crab who loves everything shiny.



Te Xa A destructive, heartless lava demon.



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DISNEY PIXAR

UNIVERSITY

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 Wazokwski 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 moaster who has trouble being scary.



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



Randy Boggs Sulley and Mike's archnemesis who struggles to control his invisibility powers.



Hardserabble. 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 Derry 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 Worthingon. 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.



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 her core memories to be lost. Joy and Sadness L 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 tuns 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

diffither.

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.



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



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



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



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.



DISNEP PIXAR

COGO

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-greatgrandmother 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.

off, Miguel is sure his great-great-grandfather is revealed. 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 On the Day of the Dead, a Mexican celebration to the Land of the Living before sunrise or he to honour those who have passed away, can never return. But Miguel is determined Miguel uncovers a photograph that shows his to find his grandfather first. When Miguel great-great-Grandfather holding Ernesto de la meets Ernesto, his hero isn't all he seems to Cruz's guitar. Although the face has been torn be, and the fate of his great-great-grandfather



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



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



Ernesto De La Oruz The most famous Mexican musician that ever lived and died!



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



Mama Imelda Miguel's great-greatgrandmother, who he meets in the Land of the Dead.



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



Mama Coco Miguel's greatgrandmother who was abandoned by her father as a child.



Abuelita Miguel's grandmother and Mama Coco's daughter.

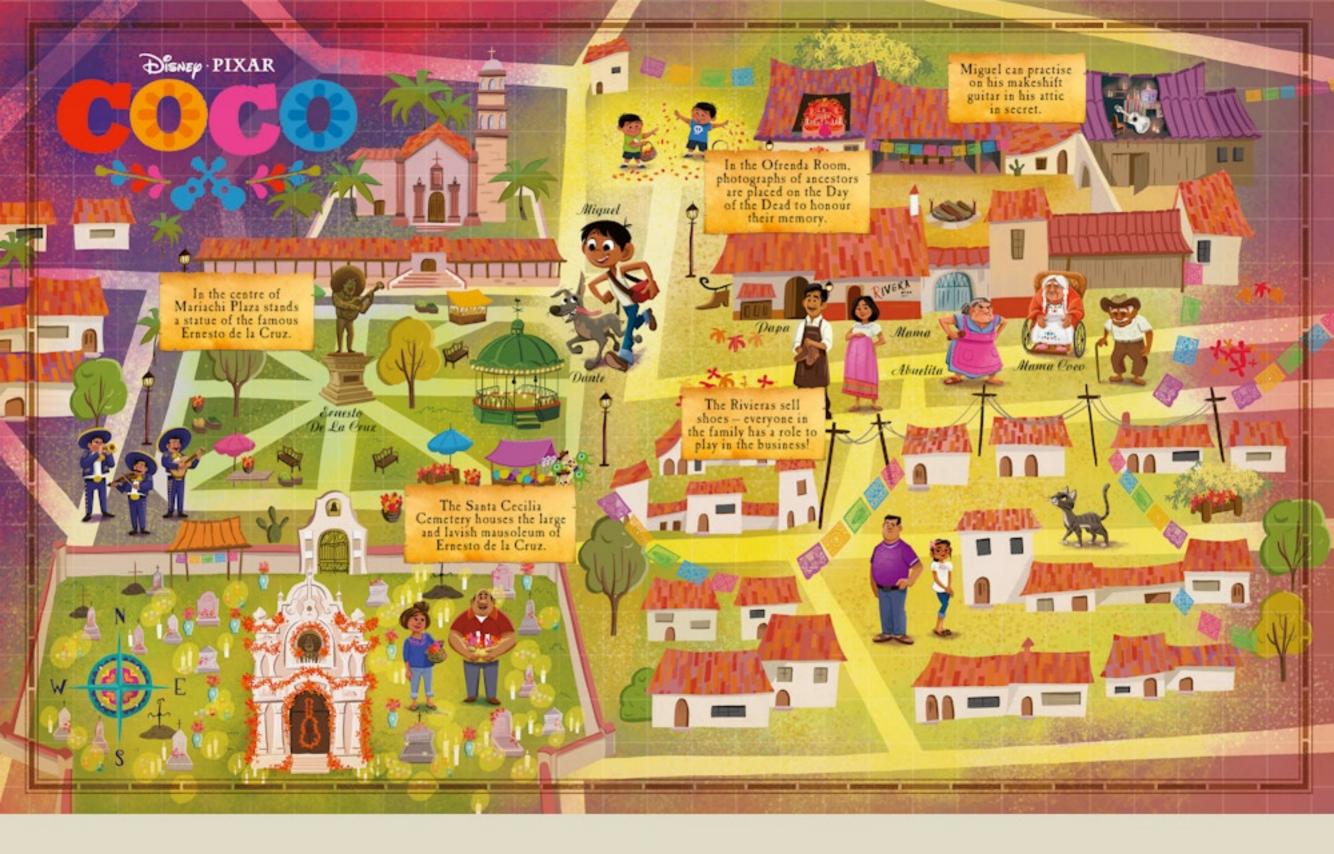


Mama Miguel's mother. who is expecting her second child.



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





BISNEP · PIXAR BRAVE

The kingdom of Dun Broch in the Scottish Highlands is home to four proud clans. King Fergus and Queen Elinor of Clan Dun Broch 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 Wisps 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.





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 Furgus
A heroic warrior and
a ferocious, vengeful
bear hunter.



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



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 Maeintosh 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 TOre Dingwall
Lord Dingwall is quicktempered and scrappy.
Wee Dingwall, a lost and hopeless youngster, is the third suitor.



DISNEP PIXAR

FINDING

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.





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.



Oharlie Dory's jolly father adores his daughter.



Beeky
This kooky loon
befriends Marlin – to
the dismay of Nemo,



Fluke and Rudder
A pair of sea lions who louage
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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