









First published in the UK in 2023 by Studio Press, an imprint of Bonnier Books UK, 4th Floor, Victoria House, Bloomsbury Square, London WC1B 4DA Owned by Bonnier Books, Sveavägen 56, Stockholm, Sweden

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Contents



























Snowllhite Marks

Snow White is a kind-hearted princess, beloved by everyone except her jealous stepmother, the Queen. When the Magic Mirror names Snow White the fairest one of all, she must flee into the forest. Snow White discovers a cottage and befriends the seven people who live there.

Disguised as an old hag, the Queen finds Snow White and tricks her into taking a bite of a poisoned apple, causing her to fall into a deep sleep. The Seven, along with Snow White's animal friends, defeat the Queen and Snow White is awakened by Love's First Kiss.



SNOW WHITE

Known for her kindness and her sweet singing voice, Snow White dreams of one day finding love. She creates a happy home with the Seven, until the Queen discovers her whereabouts.



THE QUEEN

Obsessed with her own beauty, the jealous Queen instructs her Huntsman to kill her stepdaughter. When he fails, she disguises herself as a hag and poisons Snow White with an enchanted apple.



SNEEZY

Suffering from severe hay fever, Sneezy often erupts in unpredictable and uncontrollable bouts of sneezing. Despite his congestion, Sneezy is friendly and often joins in Dopey's silly antics.

BASHFUL

A romantic at heart, Bashful is coy and self-conscious. When he feels embarrassed he blushes and hides behind his beard. Bashful believes in true love, and asks Snow White to tell a love story.



DOPEY

The youngest of the Seven,
Dopey doesn't speak, but
communicates through gestures
and pantomime. Known for his
silly antics and incompetence,
Dopey often annoys serious
Doc and grouchy Grumpy!



GRUMPY

Grouchy and short-fused, Grumpy is often seen crossing his arms and scowling. Deep down, he possesses a warm heart, especially towards Snow White, but seldom shows it.



A young man who charms Snow White with his singing voice and searches for her all over the country. When the Prince finds Snow White, he awakens her from Sleeping Death with Love's First Kiss.



SLEEPY

Perpetually tired, Sleepy just wants to take a nap. With his droopy eyes and big yawns, he struggles to stay awake even in the midst of the busy cottage.



HAPPY

Jovial and optimistic,
Happy always wears a
cheery smile. He enjoys
parties, food and dancing
and is prone to fits of giggles.
Happy is a great musician
and can even yodel!



DOC

Doc often befuddles his speech but is an intelligent and reliable leader. The others look to Doc for guidance, but Grumpy sometimes objects to his decisions.



Search Snow White's kingdom. Can you find these characters and objects?





Cinderella

Kind-hearted Cinderella lives with her cruel stepmother and stepsisters. Despite being treated as a servant, Cinderella remains positive and dreams of a better life. One day, all eligible maidens are invited to a Royal Ball. Cinderella is determined to go, but her gown is ripped to shreds by her jealous stepsisters.

With a little magic from her Fairy Godmother, Cinderella attends the ball and falls in love with the Prince. When the magic fades, Cinderella flees the ball without telling the Prince her name! With the help of her animal friends – and a glass slipper that fits perfectly – Cinderella is reunited with the Prince and her dream of a better life comes true.



JAQ AND GUS

Loyal to Cinderella, Jaq and Gus are a pair of mice who live in Lady Tremaine's chateau. Jaq is quick-witted and brave, while Gus is fearless and very protective of Cinderella.



Given to Cinderella as a puppy, Bruno is a friendly, loyal and understanding companion to Cinderella. Bruno is turned into a footman by the Fairy Godmother and accompanies Cinderella to the ball.





CINDERELLA

Following the death of her belowed father, Cinderella is forced to become a serving girl to her stepfamily. Despite this, she remains kind, loving and optimistic that the future will be bright.



THE FAIRY GODMOTHER

With a "bibbidi-bobbidi-boo" the Fairy Godmother makes all of Cinderella's dreams come true! The Fairy Godmother transforms a pumpkin into a carriage, and Cinderella's rags into a beautiful dress so that she can attend the ball.



PRINCE CHARMING

The son of the King is well-known for his dashing and handsome air. At the ball, Prince Charming asks Cinderella to dance and the pair spend the evening together, falling in love.



THE KING

The hot-headed ruler of the kingdom also has a romantic streak. He wants to see his son marry and believes in love at first sight. He dreams of having grandchildren.



Selfish and spoiled, Anastasia is the youngest daughter of Lady Tremaine and a very bad flute player! When she finds a mouse in her breakfast, she calls for her mother to punish Cinderella.



DRIZELLA TREMAINE

Cinderella's eldest stepsister
Drizella is jealous of her stepsister's
grace and charm and enjoys
ordering her around. She is greedy
and seeks money and power, not
caring at all for romance.



The Tremaine's wicked pet cat plots against the harmless Bruno and attempts to catch and eat all the mice in the chateau. Often scowling, this cunning cat knows how to manipulate those around him.





LADY TREMAINE

Cinderella's cold hearted stepmother plots for one of her daughters to marry the Prince. She prevents Cinderella from going to the ball and causes the glass slipper to be smashed.

Search Cinderella's village and find each hidden item.







Cursed as a baby to prick her finger on a spinning wheel and die on her sixteenth birthday, Princess Aurora is raised far from the castle and her parents, not knowing her real identity. But when Aurora's fate comes true, she falls into a deep sleep - only to be saved by True Love's Kiss.

Aurora's three guardians, the fairies Flora, Fauna and Merryweather, find Aurora's beloved Prince Phillip. With their help he defeats the evil fairy Maleficent and kisses the Princess. Aurora awakens and is reunited with Phillip and her mother and father.



PRINCESS AURORA

Raised as Briar Rose, Aurora doesn't learn she is a princess until her sixteenth birthday. She is a kind, graceful and gentle young woman who has dreamt of meeting a prince.



PRINCE PHILLIP

Betrothed to Aurora at a young age, Prince Phillip falls in love with Briar Rose, the "peasant girl'. When he realises her true identity he bravely defeats Maleficent and awakens Aurora from eternal slumber.

THE RAVEN

Intelligent and devious, the

Raven is loyal to his mistress,

Maleficent, and assists her

in all her wicked plans. He

tracks down Aurora and

finds her hidden in the good

fairies' cottage.



KING STEFAN AND THE OUEEN

The King and Queen longed to have a child for many years. When they were blessed with a daughter, they named her Aurora after the dawn, as she filled their lives with sunshine.

KING HUBERT

The father of Prince Phillip is a good friend to King Stefan. He clashes with his son over the arranged marriage, until they both realise that the woman Phillip loves is Aurora, his betrothed.





FLORA

At Aurora's christening, Flora bestows the gift of beauty on the young Princess. The leader of the three fairies. Flora is brave and determined, and loves the colour pink!



MERRYWEATHER

This feisty fairy uses her magic powers to weaken Maleficent's dreadful curse. Rather than die, Aurora will fall into a deep sleep, until she is awakened by True Love's Kiss.



MALEFICENT'S GOONS

The simple-minded minions of Maleficent reveal that they have been searching for a baby for the past sixteen years. Bumbling along, they try to follow Maleficent's orders as best they can.



MALEFICENT

Offended at not being invited to Aurora's christening, Maleficent curses the baby Princess. She says Aurora will die by pricking her finger on the spindle of a spinning wheel before the sun sets on her sixteenth birthday.



A quiet fairy, Fauna blesses the baby Aurora with the gift of song. Fauna often finds herself acting as peacemaker between Flora and Merryweather.







Search Aurora's kingdom. Can you find these characters and objects?





DISNEP

Forbidden from exploring the world beyond the sea, curious mermaid Ariel rebels against her father's wishes. When a raging storm strikes, Ariel rescues Prince Eric from the waves and, having fallen in love with him, makes a bargain with the sea witch Ursula, swapping her beautiful singing voice for legs.

Without her voice, Ariel struggles to communicate with Eric, but Eric soon develops feelings for Ariel. Disguising herself as a human, with Ariel's voice, Ursula tricks Eric into an engagement. With the help of her friends. Ariel defeats Ursula and chooses to live on land with her prince.



ARIEL

The youngest daughter of King Triton, Ariel is fascinated by the human world, Curious and adventurous. Ariel often finds herself in the mysterious depths of the ocean - much to the concern of her father!



PRINCE ERIC

When Eric is rescued from a shipwreck by a mysterious woman, his only memory is of her beautiful voice. He vows to find the woman and marry her.



KING TRITON

Ruler of Atlantica, and father to seven young mermaids, Triton is over-protective, but wellmeaning. He distrusts humans and strictly forbids his daughters from venturing above the water.



Eric's enthusiastic Old English Sheepdog has a keen nose and sniffs out Ariel on the shore. He is mistaken by Scuttle for Prince Eric, who thinks he looks "kinda hairy and slobbery".



FLOUNDER

Ariel's anxious best friend Flounder might not be as brave as Ariel, but he's fiercely protective of her and defends his friend ainst those who chastise her, including the King!



ARIEL'S SISTERS

Ariel has six older sisters who all love to sing! Attina, Alana, Adella, Aquata, Arista and Adrina are all dismayed when Ariel does not attend Sebastian's concert.



SCUTTLE

The feather-brained seagull claims to be an expert on human culture, despite declaring a fork to be a "dinglehopper", designed to straighten hair! Scuttle supports Ariel in her adventure on land.



URSULA

The ambitious sea witch plots to take King Triton's trident and crown and rule over Atlantica. She uses her magical talents to "help" poor, unfortunate merfolk and strikes a deal with Ariel.



The court composer often finds himself tasked with watching over Princess Ariel. When Ariel transforms into a human, Sebastian accompanies her, knowing she'd be miserable if she returned to the ocean.



FLOTSAM AND JETSAM

Ursula's sinister moray cels are loval to their mistress. The dark and mysterious pair, who speak in unison, are beloved by Ursula who refers to them as her "babies" and "poopsies".

Search the waters of Atlantica to find the items and characters below.





Beauty and Beast

Living in a provincial French village, booklover Belle longs for more. When her father is imprisoned by the ferocious Beast in a cursed castle. Belle offers to take his place. Secluded in the castle with the enchanted staff, Belle begins to care for the Beast.

Gaston, the village heartthrob, is determined to marry Belle and rallies an angry mob to attack the Beast and rescue Belle. Gaston defeats the Beast and, as the Beast lays injured, Belle admits her love for him. The curse breaks and the Beast is transformed into the handsome Prince Adam!



BELLE

Labelled as an outcast because of her free spirit, Belle doesn't feel as though she fits in with the local townsfolk. Imaginative and dreamy. Belle wants to explore life outside the village.



THE BEAST

Cursed for his arrogance, the Beast has lived in solitude for many years. When Belle first meets him, the Beast is irritable and hostile but he soon shows that he has a softer side.



MRS POTTS

The kind and motherly housekeeper was transformed into a teapot by the curse. Mrs Potts is the voice of reason in the castle and has a gentle, no-nonsense approach to all situations.



The curious son of Mrs Potts, Chip is a young boy who has been transformed into a teacup! Stowing away in Belle's bag, Chip saves Belle and Maurice when they are trapped in a basement.





LUMIERE

The kind-hearted but rebellious head waiter of the castle was transformed into a candlestick under the castle's curse. Lumiere is hospitable and makes Belle feel welcome in the castle.



MAURICE

Belle's inventor father is seen by many in the town as a crazed maverick. On the way to a fair to showcase his new invention, Maurice seeks shelter in the Beast's castle.



BABETTE

A fun-loving castle maid and Lumiere's sweetheart. Babette is transformed into a feather duster by the curse. She loves to tease Lumiere about their potentially flammable relationship.



LE FOU

Gaston's accident-prone sidekick Le Fou worships Gaston, despite often being the target of his insults. Le Fou is loyal to Gaston and tries to warn him away from Belle as she's not really his type.



GASTON

Considered to be the most handsome man in the village. Gaston is intent on marrying Belle for her beauty. Vain and chauvinistic, he is rejected by Belle and turns his anger on the Beast.

COGSWORTH

Transformed into a clock, the castle's butler is loyal to the Beast. Often seen as pompous and bossy, Cogsworth tries to keep the peace between his master and the rest of the castle's staff.



Search the
French countryside
to find all these
hard-to-spot items.
Good luck!













DISNED

Princess Jasmine is forbidden from leaving the Palace by her father the Sultan. When she ventures outside she meets "street-rat" Aladdin. who discovers a magic lamp with a genie inside. Aladdin is granted three wishes: his first is to become a prince, so he can marry Jasmine.

As Prince Ali Ababwa, Aladdin takes Jasmine on a magical carpet ride and wins her heart. The Sultan's evil advisor Jafar wants to marry Jasmine and become Sultan himself. With the Genie's help, Aladdin and Jasmine defeat Jafar, and the Sultan allows Jasmine to marry the commoner, Aladdin.







ABU

The mischievous monkey and sidekick to Aladdin is always in trouble. Whether it's food, treasure, or anything else that catches Abu's eye, this petty thief can't keep his paws to himself.



The ruler of Agrabah is very protective of Jasmine. He wants his daughter to marry well, so that she is looked after and the kingdom is in safe hands.





RAJAH

Loyal and protective, the tiger Rajah is Jasmine's companion and friend. Rajah can act fiercely when faced with someone lasmine distrusts, but with Jasmine he's docile and gentle.



THE GENIE

The wise-cracking spirit who resides in the lamp possesses cosmic power that allows him to grant wishes. However, the Genie is bound to the lamp for eternity, unless he is granted freedom by a master.



don't go to plan.



JAFAR

The Royal Vizier manipulates the Sultan, with the aim of marrying Jasmine and one day becoming Sultan himself. Jafar desires power above all else, and is tricked by Aladdin into wishing he were an all-powerful genie.



ROYAL GUARDS

Commanded by Razoul, the Royal Guards work to protect the royal family and to stop thieves from stealing. On lafar's orders, they capture Aladdin, forcing Jasmine to reveal her true identity.

THE MAGIC CARPET Aladdin befriends the Carpet in the Cave of Wonders. The Persian rug is shy at first, but his curiosity soon overcomes his fear. When the cave begins to collapse, the Carpet rescues Aladdin.

Search the city of Agrabah to find these characters and objects.



Disnep POCAHONTAS

Pocahontas, the daughter of Chief Powhatan, seeks wisdom from Grandmother Willow when English settlers arrive on the shores of her village seeking gold. Tensions run high between the settlers and Powhatan's tribe, but Pocahontas begins a secret friendship with Captain John Smith.

When John is captured, Pocahontas saves him from the Powhatan warriors and persuades her tribe and the settlers to stand down. The greedy Governor Ratcliffe attacks Chief Powhatan, but John takes the bullet. Forced to return to England to treat his injuries, John invites Pocahontas to join him, however she chooses to stay with her people.



NAKOMA

Pocahontas' best friend is serious and responsible, often trying to act as the voice of reason to her free-spirited friend. Fearing for her friend's safety, Nakoma tells Kocoum of Pocahontas' relationship with John.



Powhatan tribe is serious and never smiles. He loves and wishes to marry Pocahontas and jealously attacks John Smith when he sees the pair together.





POCAHONTAS

The adventurous and spiritual daughter of Chief Powhatan, Pocahontas is deeply connected to nature. It is by listening with her heart that Pocahontas is able to communicate with John Smith.



FLIT AND MEEKO

The hummingbird Flit and the racoon Meeko are friends to Pocahontas. Flit is distrustful of John Smith at first, however Meeko just wants to eat John's biscuits!



JOHN SMITH

The renowned English explorer captains the ship on Governor Ratcliffe's expedition to Virginia in search of gold. When John meets Pocahontas, his views towards Native Americans change, as he falls in love with the chieftain's daughter.



GRANDMOTHER WILLOW

A wise spirit within a weeping willow tree, Grandmother Willow acts as an advisor to Pocahontas. Pocahontas introduces John Smith to Grandmother Willow, who tells her that John has a good soul.



Loyal to John, the young Thomas respects and admires his captain. Thomas kills Kocoum in a misguided attempt to protect John, and is struck with horror when he realises what he has done.



WIGGINS

A clueless and ditzy manservant to Governor Ratcliffe, Wiggins follows his master's banal orders, dressing Ratcliffe in his armour and even bathing his pet pug, Percy.



PERCY

Ratcliffe's spoiled pug Percy enjoys life's little luxuries, bathing in his own bathtub and munching heaps of dog biscuits. Percy eventually leaves Ratcliffe and befriends Pocahontas, Meeko and Flit.



GOVERNOR RATCLIFFE

The power-hungry, pompous and greedy Ratcliffe sails to Virginia in search of gold and is ruthless in his attitude towards the "savages" who live on the land.



Search high and low to find all these things in the land of Pocahontas.







DISNER

When war breaks out between the Chinese Empire and the Huns, Mulan disguises herself as a male soldier to save her elderly father. Taking the name "Ping", Mulan joins the army camp and impresses Captain Li Shang with her determination. When Shang's soldiers are attacked on a snowy mountain pass, Mulan's quick thinking saves them all – but Mulan's true identity is revealed.

Expelled from the army, Mulan overhears the Huns' plans to attack the Emperor. She journeys to the Imperial Palace and, with the help of Shang and her friends, defeats the Hun leader and saves the Emperor.



MUSHU

The demoted family guardian accidentally destroys The Great Stone Dragon and goes in its place to protect Mulan, hoping to have his position reinstated. Despite his diminutive size, Mushu has a big personality!

GRANDMOTHER FA

Although Mulan's spirited Grandmother is well-versed in tradition, she wants to see her granddaughter happy. When she discovers Mulan has disappeared, she prays to the ancestors to keep her safe.





MULAN

Clumsy Mulan struggles to follow the rules and traditions expected of her as a woman and future wife. When she disguises herself as "Ping", Mulan realises her potential and saves the Chinese Empire.



FA LI AND FA ZHOU

Mulan's parents wish for their daughter to bring honour to the family. Fa Zhou is an honourable man and retired war hero. Fa Li is a loving mother who worries about her free-spirited daughter.



LI SHANG

As the son of General Li, Li
Shang is keen to prove himself
a worthy leader. At first he is
embarrassed at the ineptitude of
the new recruits, but Li Shang
is determined to make skilled
soldiers of them.



SHAN-YU

Leader of the Hun army, the ruthless Shan Yu is intent on conquering China. He is responsible for burning a village to the ground and for the death of General Li and countless others.



A wise and benevolent leader, the Emperor of China makes the difficult decision to go to war against the Huns. When he is saved by Mulan, the Emperor offers her a place on his council.



KHAN

Khan is a reliable and beloved steed. He isn't afraid to laugh at Mulan practising to be a man. During the attack on the mountainside, courageous Khan saves both Mulan and Li Shang.



LING, CHIEN-PO AND YAO

The trio of soldiers befriend Mulan at the training camp, when she is disguised as "Ping". During the mission in the Imperial Palace the three men dress as women to distract the Hun soldiers.



CRI-KEE

This "lucky" cricket is given to Mulan by her Grandmother. Cri-Kee accompanies Mulan and Mushu on their adventure and proves himself to be truly lucky on many occasions.



Search the ancient Chinese Empire to find these characters and objects.







Tiana dreams of opening her own restaurant in New Orleans and saves every penny she earns. Meanwhile Prince Naveen arrives in the city, intending to marry for money having been financially cut off from his parents. Transformed into a frog by the scheming Dr. Facilier, Naveen seeks a kiss to break the spell, but that kiss turns Tiana into a frog too!

Tiana and Naveen embark on a quest to return to human form and soon discover that what's important lies under the skin. They admit their love for one another and break the curse. Together they open Tiana's Palace, a restaurant and jazz club.



LOUIS

The trumpet-playing alligator dreams of becoming a human so he can play jazz. Unlike other alligators, Louis has a gentle streak and accompanies Tiana and Naveen on their quest to find Mama Odie.



Big-hearted firefly Ray has a romantic infatuation with Evangeline, the evening star. When he heroically sacrifices himself, he becomes a star next to his beloved Evangeline.





TIANA

Intelligent, resourceful and talented, Tiana focuses on her goal of opening a restaurant. When she meets Naveen and becomes a frog, she learns that there may be more to life than work.



CHARLOTTE LA BOUFF

Best friend to Tiana, and daughter to "Big Daddy", Charlotte dreams of marrying a prince. Despite this, she is overjoyed when she discovers her friend has found true love with Prince Naveen.



PRINCE NAVEEN

The Maldonian prince appears to be spoiled, lazy and vain but through his adventures as a frog he discovers a more humble and romantic side to his personality.



EUDORA

A talented seamstress and mother to Tiana, Eudora worries that her daughter is overworking herself. She gifts her late husband James' gumbo pot to Tiana to use at her restaurant.

MAMA ODIE AND JUJU

The blind, 197-year-old voodoo priestess resides in the Bayou with her snake Juju. When Naveen and Tiana seek a cure from her, she encourages them to "dig a little deeper".



ELI LA BOUFF

The wealthiest man in New Orleans, "Big Daddy" is a generous and loving man. When Prince Naveen arrives in town, he throws a Mardi Gras ball, and Tiana does the catering.



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TWO FINGERS, REGGIE AND DARNELL

Three bumbling frog hunters who want to capture Naveen and Tiana (as frogs) and eat frogs' legs for dinner. The trio are shocked to meet talking frogs.



DR FACILIER

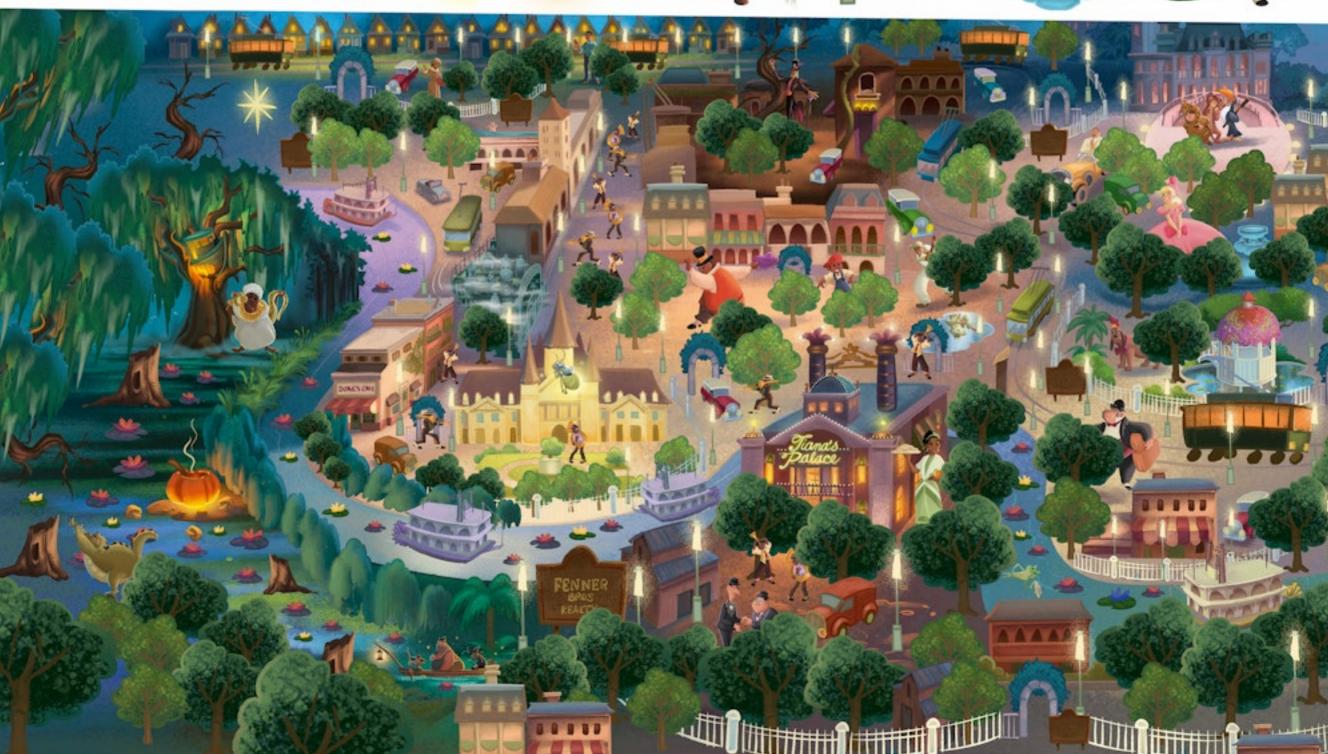
The smooth-talking voodoo witch doctor plots to rule New Orleans, with a little help from his "friends on the other side". Ambitious Facilier curses Naveen in a plot to inherit "Big Daddy's" fortune.

Can you search the colourful city of New Orleans and find all these characters and items?









Tangled

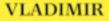
Kidnapped as a baby for her hair's healing properties, Princess Rapunzel is raised in a tall tower by Mother Gothel. Rapunzel longs to leave but is forbidden to do so by Gothel. On her birthday, the thief Flynn Rider hides in the tower and is convinced by Rapunzel - and her frying pan - to help her seek the floating lights, which appear on her birthday each year.

The pair reach the kingdom of Corona where Rapunzel is captured by Gothel. Rapunzel discovers she's the missing princess of Corona. With Flynn's help, the pair defeat Mother Gothel, and Rapunzel reunites with her parents, becoming the princess she was meant to be.



PASCAL

Fiesty Pascal is Rapunzel's companion and pet hameleon. He has the ability to change colours both as a means of camouflage and expression. Pascal is fiercely protective of Rapunzel.



When Rapunzel and Flynn visit the Snuggly Duckling pub they meet a group of thugs. Vladimir confides to Rapunzel his love of collecting ceramic unicorns.





RAPUNZEL

Abducted as a baby for her golden hair's magical properties, Rapunzel is raised by Mother Gothel in a remote tower. Rapunzel is a positive force and believes any dream can be achieved.



MAXIMUS

As part of the Royal Guard of Corona, Maximus takes his duties very seriously, especially when tasked with the capture of Flynn Rider. Determined and devoted, Maximus has one weakness: apples.



FLYNN RIDER

The notorious thief Flynn Rider first appears to be an arrogant criminal but soon shows a romantic and vulnerable side, revealing his true identity as the orphan Eugene Fitzherbert.



THE KING AND OUEEN

When his pregnant wife falls sick, the King of Corona seeks a miracle to save her. He is devastated by the loss of his daughter and releases lanterns every year on her birthday.



Sideburns and Patchy were once Flynn Rider's partners-in-crime. but they turn on Flynn when he betrays them. Teaming up with Mother Gothel, they help the crone recapture Rapunzel.



The silent Ulf dreams of becoming a mime. Despite exasperating his fellow thugs, Ulf's miming skills prove useful on many occasions, especially when the thugs break Flynn out of prison.

ULF



HOOK HAND

The feared leader of the Pub Thugs, Hook Hand describes himself as "malicious, mean and scary" but admits to dreaming of becoming a concert pianist.



MOTHER GOTHEL

For 400 years, Mother Gothel retained her youth through the powers of the magical sundrop flower. When the flower's power transferred to the baby Princess Rapunzel, she kidnapped the child.

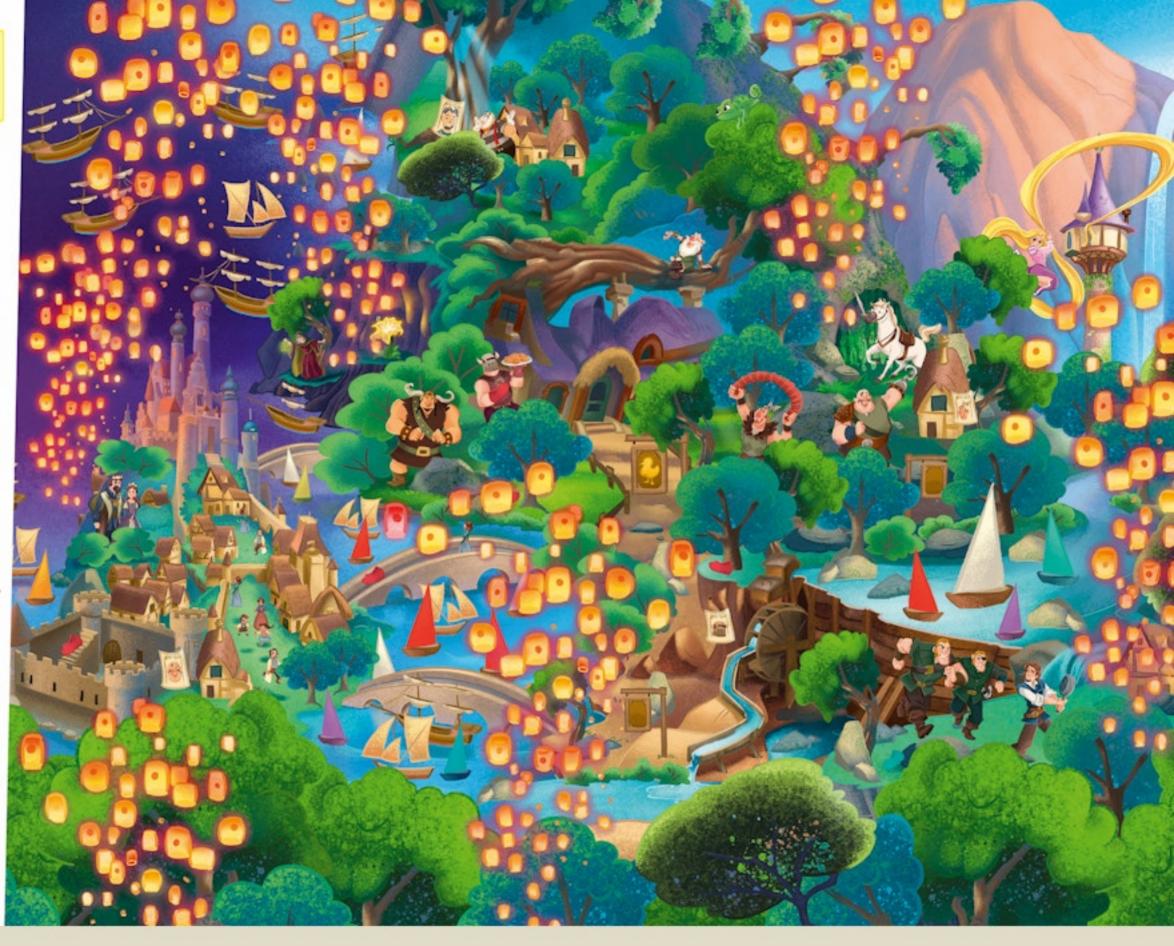
Search the Kingdom of Corona and beyond. Can you find these items and characters?











DISNEY PIXAR

BRAVE

Headstrong Merida is determined to carve her own path in life and is more interested in exploring the highlands than preparing for court. When the sons of the neighbouring clan leaders compete for Merida's hand in marriage, she sets them a challenge, then enters the competition herself, and wins!

After an argument with her mother, Queen Elinor, Merida tears a precious family tapestry and flees. Following the Will O' the Wisps she comes across a witch, who gives her an enchanted cake that will change the Queen. On eating the cake, the Queen transforms into a bear. Merida must repair the bond, torn by pride, and return her mother to human form.



MERIDA

Passionate and brave, Merida challenges the longstanding traditions of her kingdom to live a life of independence. She has a strained relationship with her mother who wishes her to behave like a royal lady.



MOR'DU

Once a human prince, Mor'du was turned into an enormous bear by a spell and became feared throughout Scotland. King Fergus lost his leg to Mor'du and seeks revenge.



MAUDIE

The patient and kind nursemaid is often pranked by the triplets. When King Fergus locks Merida in the tapestry room for protection, he entrusts the key to Maudie.



Slightly hysterical Lord Macintosh wears blue war paint, ready for battle at all times. His son, Young Macintosh is confident and prone to melodrama.





QUEEN ELINOR

Graceful, wise and strong. Queen Elinor is a dedicated and diplomatic ruler and mother. Her transformation into a bear helps her realise the importance of her bond with her wilful daughter.



KING FERGUS

Protector of his kingdom and family, King Fergus is a heroic warrior and a ferocious, vengeful bear hunter. His impulsive and easy-going personality is countered by his wife's more traditional values.



A man of few words, the strapping Lord MacGuffin's voice echoes throughout the land. His young son is a calm, gentle and shy man who speaks an uncommon Scottish dialect.



THE WITCH

Disguising herself as a humble woodcarver, the witch lives deep in the forest. The witch fails to tell Merida that the spell on her mother will become permanent by the second surrise.



LORD AND WEE DINGWALL

Quick-tempered and scrappy, Lord Dingwall is never one to shy away from a fight. Wee Dingwall is a daydreamer who socidentally hit a perfect bullseye during the archery contest.



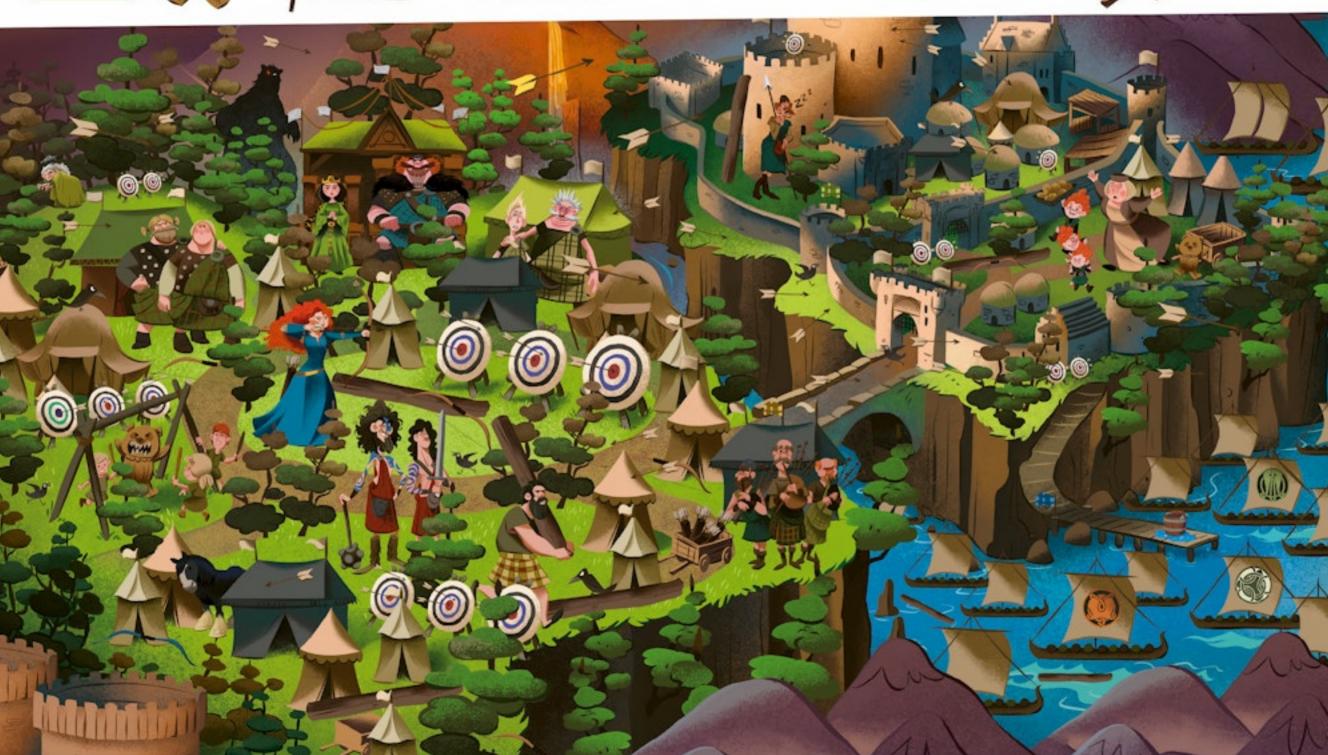
Search the kingdom of DunBroch to find these characters and objects.











MOANA

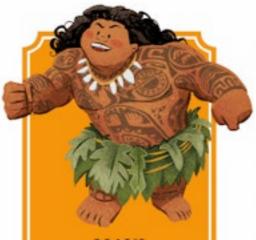
Moana is to become the next chief of the people of Motunui, yet she longs to sail past the reef – something which has been forbidden for generations. A thousand years previously, the goddess Te Fiti watched over the thriving island, until the mischievous demigod Maui stole her heart and the island slowly started to die.

After discovering her ancestors' boats and love of voyaging, Moana sets out on a journey to restore the heart of Te Fiti and save her island. With the reluctant help of Maui, Moana faces many obstacles but succeeds in saving her land, and leading her people once again as they become voyagers.



MOANA

Chosen by the ocean to save the island of Motunui, Moana is a fearless young woman. She is torn between her loyalty and duty to her family with her urge to explore beyond the horizon.



MAUI

Boisterous and gregarious, Maui serves as a notso-humble guardian to humankind. When he loses his magical fish hook, Maui forfeits many of his powers. He joins Moana and helps her restore Te Fiti's heart.



HEIHEI

An unintentional stowaway, this featherbrained rooster joins Moana on her adventure. Oblivious to his surroundings, Heihei often finds himself in dangerous situations.



The tribe of pirates that Moana and Maui encounter are menacing and dangerous, despite looking like harmless coconuts! The Kakamora attempt to steal the heart of Te Fiti from Moana.





GRAMMA TALA

Regarded as the "village crazy lady", Moana's grandmother is eccentric and independent. She urges her granddaughter to listen to her heart and shows Moana where their ancestors' ships are hidden.



CHIEF TUI

Moana's father, the chief of Motunui, was also drawn to the sea as a young man. However, having lost loved ones at sea, he upholds the island's laws and forbids voyaging.



TE KĀ

When Te Fiti loses her heart she becomes the demonic Te Kā, a firey entity who seeks to bring death and destruction to all that Te Fiti has created.



TAMATOA

The ultimate collector, the villainous giant crab Tamatoa covets anything shiny and valuable. His personality is unpredictable and he has a bad habit of eating those around him, including his own grandmother.

SINA

Moana's mother is playful and sharp, but wants to protect her daughter from the dangers that lie beyond the reef. Sina encourages her daughter to embrace life on the island.



TE FITI

An island goddess with the power to create life, Te Fiti values the beauty of nature. Te Fiti created the island of Motunui and it is her absence that causes the island to fail.





Search Motunui and the sea around the island to find all these items.



















