

DISNEY'S ANIMAL KINGDOM
PANDORA: THE WORLD OF AVATAR
A COMPLETE GUIDE

A



PRESENTED BY



PANDORA: THE WORLD OF AVATAR

A COMPLETE GUIDE

OVERVIEW

James Cameron says that to visit Pandora: The World of Avatar is to “*dream* with your eyes wide open.” This complete guide will prepare you to *visit* Pandora with your eyes wide open. Even if you have never seen the film, it gives you the context for enjoying this land, an overview of what it contains, and ideas for making the most of your visit.



This complete guide is not for those who want to be “surprised”. While it is not intended to give “spoilers”, it is intended to provide you a comprehensive understanding of what you will see and visit—important, as the lines for the attractions here will likely be long for many years to come. You may want to know what you are embarking on, and if you do visit, what you want to focus your time and attention on, so you get the best value for your visit.

THE PARK’S PREMISE

Pandora: The World of Avatar is based on a 2009 science fiction film directed, written, produced, and co-edited by James Cameron—best known by many for *Titanic*. It is about another planet that has a valuable mineral used to meet Earth’s severe energy crisis—unobtainium. The Resources Developmental Administration (RDA) has a large-scale operation to mine this substance by bulldozing through the dense forest of this moon. Living on the planet is a people known as the Na’vi. They are 10-foot tall, blue-skinned, sapient humanoids who live in harmony with all things on the planet.

A team of researchers from Earth are also on the planet to explore this biosphere that hosts unusual wildlife and even floating islands. They use a biotechnology that involves occupying Na’vi-human hybrids called “avatars”. This allows them to mingle with the natives of this planet. In time, they win the trust of these people, and side with the Na’vi in a fight to protect their homeland. That battle results not only in heavy casualties, but ultimately the expulsion of the RDA from the planet.

Pandora: The World of Avatar takes place in a generation after the warring conflict. It is now a peaceful time, and Alpha Centauri Expeditions (ACE) is providing ecotourism opportunities for guests to visit this moon located light-years away from Earth. They will not only witness the unique beauty of this planet, but will see to some degree the remnants of destruction done by the RDA in their efforts to strip the land through mining.

THE MAKING OF PANDORA: THE WORLD OF AVATAR

When *Avatar* opened, it was the highest-grossing movie of all time, with worldwide ticket sales of nearly \$2.8 billion. Seeing that success realized, Cameron has shared that there are four sequels that are expected in the upcoming years.

The Walt Disney Company approached James Cameron in the spring of 2011 about the possibility of creating attractions based on James Cameron's hit film. This discussion came in the wake of Disney losing out to rival Universal Studios, who was able to convince J.K. Rowling to bring her Harry Potter world to life in the Universal parks. Negotiations went quickly, as both parties made an official announcement on September 20th of that same year that *Avatar* would be coming to Walt Disney World.

Since that time, it has been a close collaboration between Walt Disney Imagineering and Cameron's production company, Lightstorm Entertainment. The project is led under the direction of Joe Rohde, Executive Designer and Vice President, Creative. He led the original creation of Disney's Animal Kingdom, plus other projects such as Aulani and The Adventurer's Club. Based on the reception of this attraction, Disney will consider adding *Avatar*-themed attractions at other Disney parks worldwide.

If you want to see another James Cameron film created as an attraction, consider visiting Terminator 3-D at Universal Florida.



Disney's Animal Kingdom is based on the premise of celebrating real animals, pre-historic animals, and fantasy animals. Pandora: World of Avatar is located where the former Camp Mickey-Minnie was. Originally, park designers intended to have a fantasy-based attraction in this area, one that would utilize centaurs and dragons. When budgets were re-shaped during the opening of Disney's Animal Kingdom,

designers of this land took many of the concepts and brought them over to Universal's Islands of Adventure.

This new land is accompanied by other park additions intended to extend the daytime experience of the park well into the evening. The new nighttime show, Rivers of Light,

One of the great advantages of these additions is that it will make Disney's Animal Kingdom a night-time park, as well as a day time. That bodes well for the park, which is largely an out door experience, and is very hot, humid, and rainy during the summer months. Take advantage of early mornings and late evenings, as those are the cooler moments of the day to visit during warmer times of the year.

along with a nighttime viewing of Kilimanjaro Safaris, is just a part of that offering. The restaurant Tiffins opened at the entrance to Pandora in an effort to offer more table service dining options in the park. Even the signature icon of the park offers a simple, but beautiful nighttime light show called Tree of Life Awakenings.

This land consists of a number of interactive paths leading through a number of hanging islands in what is called the Valley of Mo'ara. It consists of two ride attractions, Flights of Passage and Na'vi River Journey. There are two food and beverage venues, Pongu Pongu and Satu'li Canteen. There is also a retail space known as Windtraders. All of this ties into a conservation message that is a metaphor to how we should care for our own world here on Earth.

THE VALLEY OF MO'ARA

Crossing the bridge from Discovery Island, you enter the Valley of Mo'ara. Here, as they say, you don't climb over the mountains—rather, you hike under them. The premise entering this land can be summed up by Joe Rohde: "Nature reveals itself through exploration. The more you look, the more you will see. The more will be revealed to you."

Crossing the bridge, the signature piece of floral greeting you is a Flaska Reclinata, a plant stretching over the path. This huge alien plant reacts curiously as Guests rub the peeled back areas at its base. There are a number of interactive moments as you go through the area, such as the Na'vi-built drum circle, providing opportunities to beat the drum.



All of this luscious exotic out-of-this-world vegetation is mixed with real vegetation to create a realistic experience. When you walk through, you sense that there is animal life around you. The sounds are ecologically related to each other, so that you have a sense of the relationships these animals share with each other. Those same animals you hear in the distance will impact the bioluminescence of the plants near them. Noted Rohde: “The

landscape will be alive with creatures. We’re bringing to life everything from the largest creature you might encounter to the most microscopic. Animals will appear out of the underbrush—big Pandoran animals will appear at the edge of the forest, and you’ll hear the very complicated calls they issue back and forth.”

There are several large woven totems about 20 feet tall. The scale is big, the Na’vi people are big, the plants and fruit are big. There are hidden paths full of interactive things with little if any signage. It’s intended for you to explore. As you pass through, you sense this is a place that is centuries old.

Joe Rohde spoke of it this way:

“Having grown up in a tropical place, I am very familiar with how quickly things become completely overgrown and disappear into the jungle as if they are centuries old. When I take team members to Bali, for work, we visit a pond at the bottom of a canyon in the famous monkey forest at the edge of Ubud. The pond is surrounded by a carved stone fence, with symbolic statues all overgrown with roots and moss like



something in Angkor Wat. Except I remember when it was built. I remember before it was built. The power of nature to overcome and absorb things is amazing. Pandora is full of vignettes in which it is nearly impossible to tell that one is looking at a man-made object.”

Like the castle at the end of Main Street U.S.A. or the Chinese Theater in Disney’s Hollywood Studios, there is a landmark that draws you into the land. This would be the floating mountain range. The 156-foot tall rock structures look and feel like they are suspended, just like in the movie. They employ forced perspective and are inspired not just by the film, but by jagged pillar peaks of the Wulingyuan found in the Zhangjiajie National Forest Park. A series of waterfalls cascade down from the tops of the mountains.

And yet, as beautiful and lush the Valley of Mo’ara is during the day, the real treat is that at night, it becomes a bioluminescent forest that responds as you pass through. Rohde notes: “Bioluminescence and the whole quality of night is such a key part of the appeal of



Do you miss Camp Minnie-Mickey? Know that the original brook that flowed through that camp is still a part of your initial steps after crossing the bridge into the valley of Mo’ara. Now it contains unusual bioluminescent plants.

Visiting by way of Africa? A separate entrance allows you to quickly enter Pandora from a path leading from Festival of the Lion King

the film *Avatar* originally and of the planet Pandora.” Indeed, James Cameron had dreamt of the bioluminescence when he was seventeen. Here, even the paths you walk on will respond as you walk through. It is a visual treat that gives you a hint of how much more popular this park will be at night. There are plants with unusual species names like Spiny Whip, Dapophet, and Vein Pod. Every exotic plant is hooked up to the bioluminescent system.

THE CAST

Another important component that makes up this immersive experience are the Disney Cast Members. Some 700 Cast Members have operational roles designated to the world of Pandora. They make up three groups of characters in the cast of Pandora.

1. Alpha Centauri Expedition (ACE) hosts, who act as both adventure facilitators, as well as national park-like caretakers.
2. Scientists from the Pandora Conservation Initiative.
3. EXPAT characters.

These become the story group of the land. Just as you would try to understand the culture, these cast members have been made acquainted with the culture, its flora and fauna, and its customs and language.

Disney Cast Members have special nametags that mark them as representatives of Alpha Centauri Expeditions (ACE). Those who are new to the Disney organization wear a ribbon that says Numeyu, for student. Just like visiting another country, try learning to speak the verbal language of the Na'vi.



Here are some of the expressions used throughout Pandora:

Na'vi	Translation
Sivako	Rise to the Challenge
Ikran	Banshee
Kiyevame	See You Soon
Oel ngati kameie	I See You
Numeya	Student (in this case, new Cast Member)
Zola'u nìprte'	Welcome

NA'VI RIVER JOURNEY-QUEUE

A totem representing the Shaman of Songs serves as a sign that you are coming near the Na'vi River Journey. Like much of the queue, it is made up of woven bamboo. Look up in the queue and you'll see that there is actually an intricate, hand-woven representation of the map of not only the river to be explored, but of the Mo'ara Valley itself.



The queue moves guests deeper into the forest, where it becomes indistinguishable whether it is actually day or night. Details abound, as Joe Rohde explains:

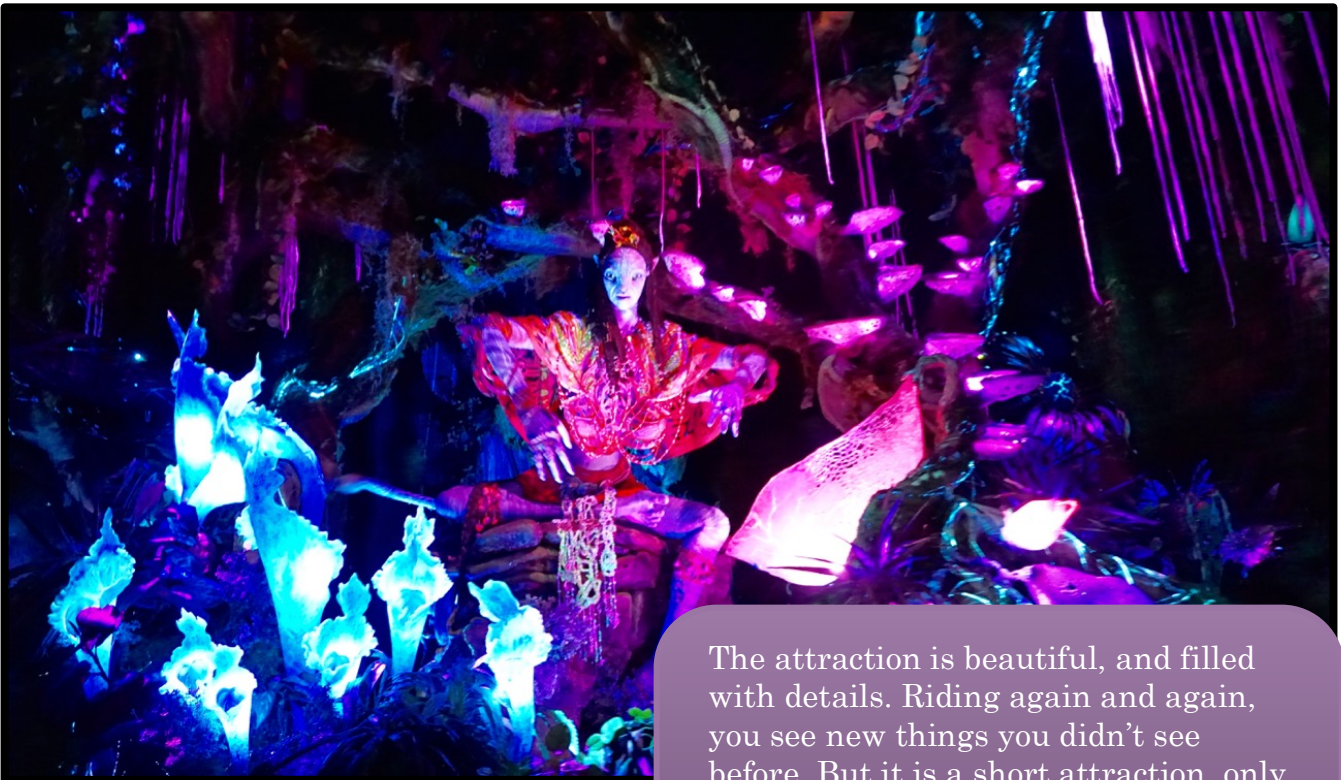
”Detail exists for only one reason, to uphold the narrative reality of the story being told. Detail is entirely dependent on how closely people are able to observe. But when they are able to stand very close, and look very closely, and for a long time, then the requirements for detail are absolute. The detail is the inner berm. When the detail is greater than the viewer’s ability to observe, the viewer is then caught between two berms, the huge outer berm that surrounds the world, and the infinite inner berm of detail that makes that world undeniably real. Every single knot in the entire ceiling of the cute area for the Na'vi River Journey is hand-tied, as are all the knots and all the weaving of all the totems in the land, and every other woven object. It's enough saturation of detail that eventually you surrender to the detail, stop analyzing, and just live in the world.”

Na'vi River Journey-Attraction



You climb aboard two-row reed boats on a short 6-minute journey down the sacred Kaspavan River. The expedition will take you into the bioluminescent night of a rainforest in the heart of Pandora and the Na'vi culture. Here, a canopy of exotic glowing plants and animals on the move surrounds you. You will come across this giant Na'vi towards the end of your journey. She is one of the most advanced audio animatronics to be created. Listen closely and you'll hear the Na'vi Shaman of Songs as she fills the

forest with beautiful music. Her rhythms activate the forest around her.



The attraction is beautiful, and filled with details. Riding again and again, you see new things you didn't see before. But it is a short attraction, only about 6 minutes in length. Consider how long you want to wait for an attraction that is that short.

FLIGHT OF PASSAGE--QUEUE

Flight of Passage is a breathtaking journey on the back of a mountain banshee as it soars through the air. It is a thrill ride, but also includes an extensive queue that sets the stage. Indeed, this one may take a step further than any other in setting up the experience.

Entering the queue is to enter a cave, which explores the intrinsic relationship between the Na'vi and the wood banshee. In explaining the drawings on the cave walls, Joe Rohde states:

“The cave through which initiates pass on their journey to the Flight of Passage contains a huge variety of painted images on the wall. These apparently date back millennia, and have been painted over the top of each other by generations of flyers. Some of these represent flyers on banshees approaching the great red Leonopteryx. But many refer to other phenomena, mostly cosmological or astrological. Polyphemus, which is visible almost all the time from Pandora, has a huge eye-like marking, not unlike Jupiter in our solar system. In the cave paintings, this eye is often rendered as an actual cyclopean eye.

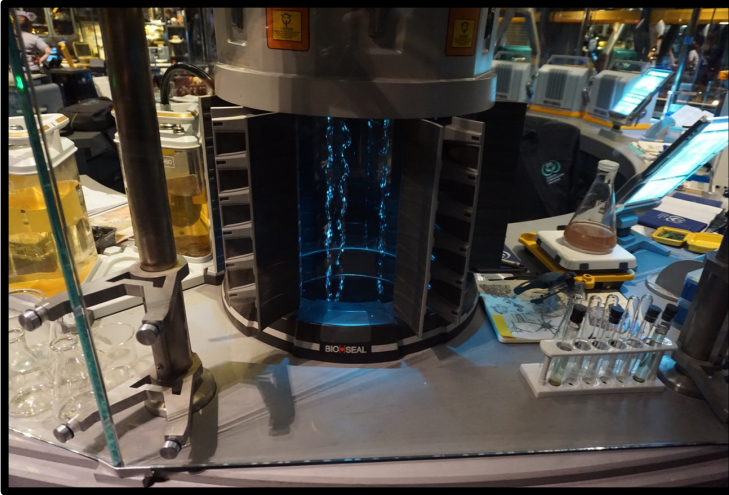
“Certain paintings extrapolate from this eye to a huge cosmological being, a kind of one-eyed mother who looks over the planets. Various heavenly phenomena such as planetary alignments are represented as relationships between beings who embody these planets. Mother, daughter, son, and a monkey-like creature, presumably a prolemurus that represents a moon or planet with a particularly eccentric orbit. Careful observers may even find images of Polyphemus giving birth to the sun, Alpha Centauri, at the termination of an eclipse.

The physical queue itself for Flights of Passage is long—very long. Without stopping you may walk some 10 minutes before you even arrive at the pre-show area. Some have estimated that the stand-by queue could absorb queues that take some 5-6 hours to pass through. Pay attention to the signs that say how long this attraction is, and be ready to expect long waits.



“Not all the symbols have been fully cataloged and identified, but together they contribute to the idea that this flight is an event of great symbolic meaning. It is of course darkly ironic that the RDA chose to drill a giant borehole through the side of this cavern to access their facility. Of course, planet Earth offers countless examples of similar disregard by resource extractors for indigenous peoples attitudes about their land.”

From the cave you segue into an RDA facility left over from a bygone era. It borders a section of a bioluminescent forest giving you a taste of the same experience you might have on the Na'vi River Journey, or if you visit the land at night. The former lab has been rebuilt into the Pandora Conservation Initiative (PCI). The banshee is the keystone species of the local ecosystem, and by studying it, as well as working to preserve it they



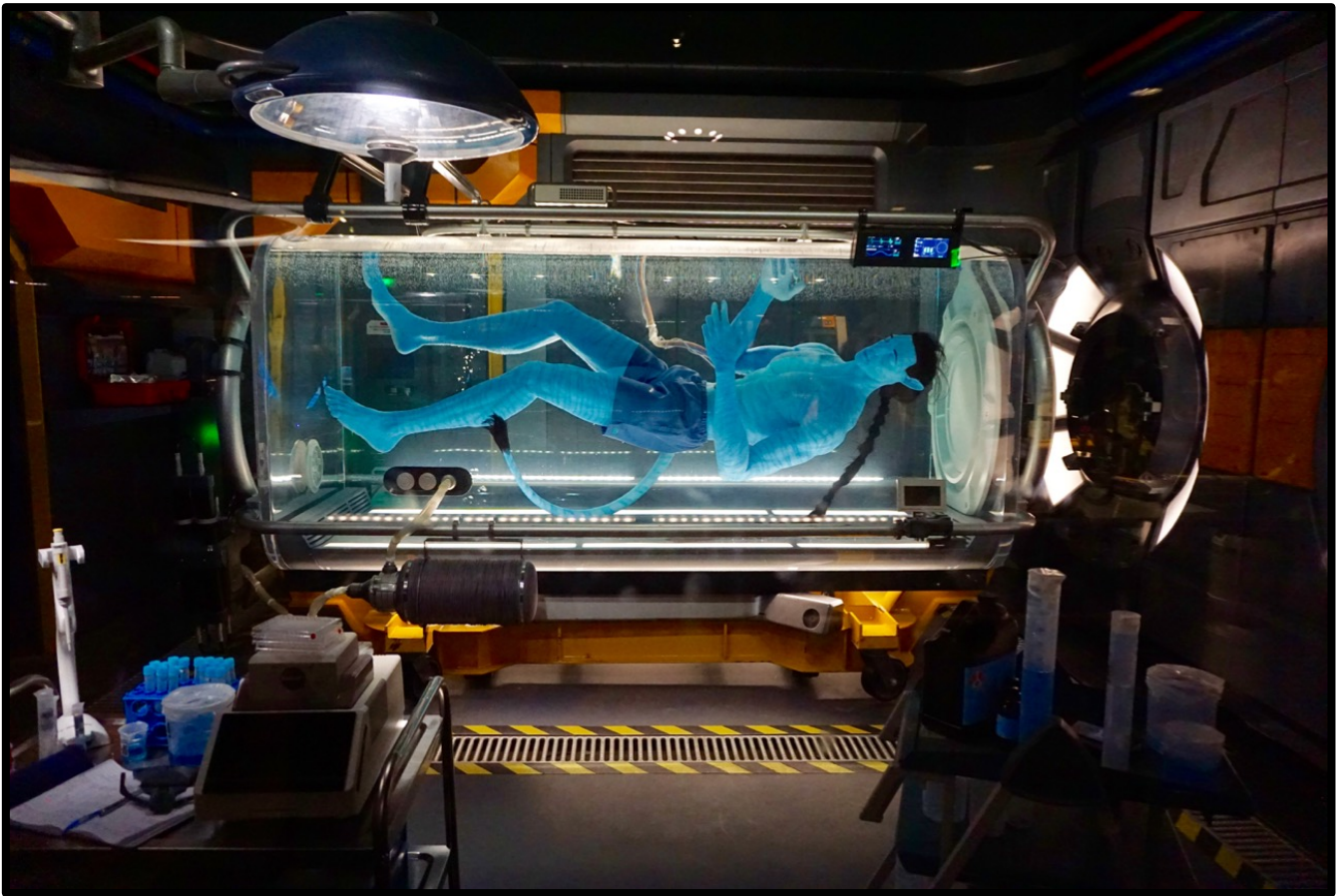
are able to open a path to preserving the entire circle of life here in Pandora. Joe Rohde offers an example of this as it relates to the conservation topic of restoring water quality.

“The Pandora Conservation Initiative focuses a lot on restoring water quality. In fact, the entire Mountain Banshee Project, which has enabled our participation in the Flight of Passage, boils down to water quality assessment. Banshees are an apex predator, which implies that they have to eat something

that eats something else, that ultimately eats fruits, or plant material, or insects that are dependent on water quality. Environmental damage is not always obvious. It might be many steps between the problem and its final result. Polluted water might inhibit the gestation of a larval creature that grows up to migrate a thousand miles and fertilize the flowers of a tree that produces fruit that is eaten by a creature that is the seasonal prey of a flying creature, and that flying creature is ultimately the main food source of Banshees.

“The banshees don't even have to live anywhere near the environment where the problem started. I recall an article about the total collapse of a marine ecosystem in Alaska that was caused by pollution that weakened sea lions off the coast of California and somehow changed the feeding habits of orcas, who began eating sea otters instead...depleting their population, which caused the sea urchin population to explode, eating everything into a marine desert. The interconnections of ecological systems are mind-boggling. The word "eco" in ecology does not mean "nature." It means "everything." Everything is connected...like on Pandora.”

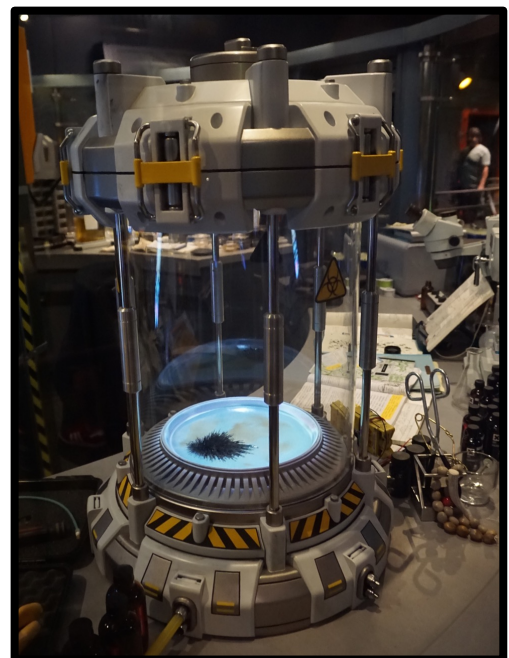
The centerpiece of the lab is a full sized Avatar of a Na'vi individual inside of a tube.



This dormant animatronic is riveting to study, and will easily attract your attention. But note many of the other features within the PCI itself. As a metaphor, the lab offers several parallels to nature itself. Consider the particular creatures roaming about within glass containers.

Rohde explains it as follows:

“The Velocivirus is not native to Pandora. Its origins are unknown, but it survives space travel on transport vehicles, which are supposed to flare their thrusters before entering the atmosphere to burn it out. Of course, that takes fuel, and costs money... So not everybody does it. It only takes one jerk, and there you have brown tree snakes on Guam, coqui frogs in Hawaii, zebra mussels in the Mississippi, lionfish off the coast of Florida, pythons in the Everglades, feral cats eating migratory songbirds, hordes of starlings, kudzu, Water Hyacinth, cane toads, anopheles mosquitoes, and of course, here, the velocivirus, a colonial -cooperative virus that can use its own micro-vibrations to echolocate and



travel. It functions like a hemorrhagic virus to dissolve and coopt any tissue it comes in contact with, and, as with many introduced species, nobody has quite figured out how to eradicate it yet. The biologists of the Pandora Conservation Initiative are desperately trying to find a way to kill this thing, just one of the charming legacies of the exploitative reign of the RDA. Of course there are also beautiful floating mountains, bioluminescent flowers, flying creatures, and a wonderful indigenous culture... But this little phenomena appeals to my dark sense of humor. Cost savings gone terribly upside down.”

This is just a sense of what is happening in the queue. In truth, the experiments seen in the laboratory are modeled after real scientific experiments being conducted around the globe.

Before boarding your banshee, you are linked to an avatar. Dr. Stevens walks you through this by video monitor. This linking happens by scanning the guest and by supposedly matching genetic material in order to match each guest with his or her personal avatar.



Stepping into another room, the purpose of your activity is explained by Dr. Ogden. Of course, all of this is analogous to real experiences here on planet Earth. Disney Imagineering worked closely with animal scientists at Disney’s Animal Kingdom to make sure that these parallels are based in reality. In fact, you are introduced to Dr. Ogden during a video. Joe Rohde explains the setting seen in this video:



“Dr. Ogden's office is not open to visitors to the Pandora Conservation Initiative's project center in the old RDA mining headquarters. We catch a glimpse of it in her introductory video. She has an impressive collection of Na'vi artifacts and tribal antiques from Earth. Just as on Earth, it is impossible to create successful, functional wildlife conservation

programs without the involvement, support, and cooperation of local indigenous populations. Many of the Earth artifacts are from Papua New Guinea. I suggest that the seriously interested student of Design do a Google search of the two words "mining" and "New Guinea." I believe this will make it clear why so many of these Earth artifacts are sourced from this region.”

FLIGHT OF PASSAGE— ATTRACTION

From here, you mount a bike. This representation of a banshee won't look like one, but it will feel like one as it breathes and moves beneath you.

Dr. Ogden is a nod toward Dr. Jackie Ogden, who is vice president of animal programs for Walt Disney Parks and Resorts. Dr. Stevens is actually a reference to another leader at Disney—Beth Stevens, and she is Vice President of environmental affairs at Disney Worldwide Services.



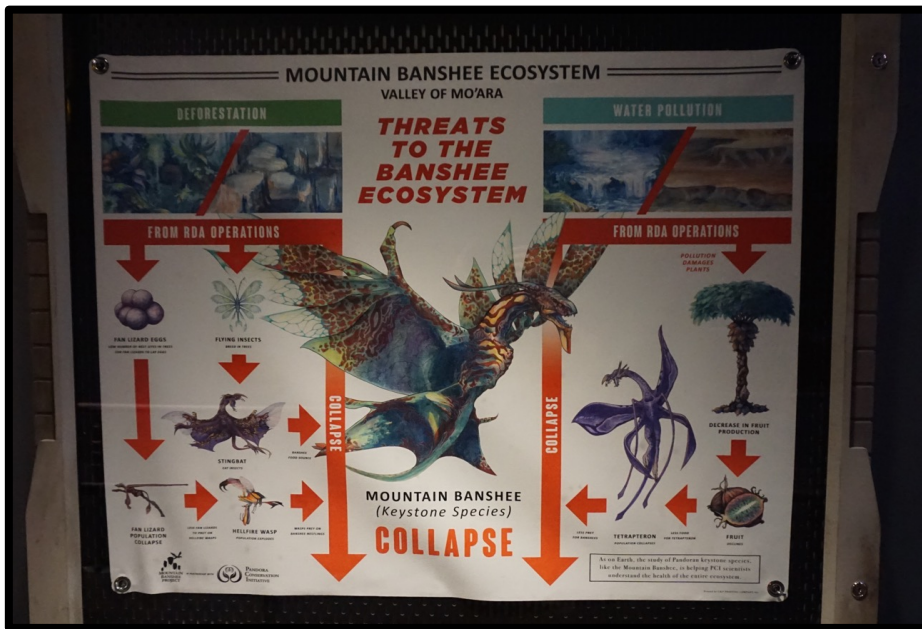
The ride itself is a simulator attraction that is part Soarin' in its design, with a ride vehicle similar to the Tron roller coaster in Shanghai Disneyland. Its ride is a little more tempered than that of Star Tours. Like Tron, once you are seated, it will lock your back and legs in from behind. Like Soarin' you will be placed before a large screen, with mists and smells in the air and breezes on our faces. And like Star Tours, you will be swooping and

curving. As Disney notes: "The ride is always thrilling but never scary." What that means is that you will have moments that are of a thrill ride nature, but it will be blended with that feeling of simply flying gently in the air, like you do in Soarin'.

The bikes require a 44-inch height to ride. But you could still be so slight in size at that height that you may not be able to ride. Conversely, there are those whose physical size may be too big to ride. It's important to ask questions at the front of the queue before entering. It's suggested that a chair may be installed that doesn't involve movement. But this has not been announced yet.

Guests mount individual vehicles, known as Link Chairs, during the actual ride. Note that the height requirement for Flight of Passage is 44 inches. Guests wear 3-D glasses while looking at a large screen. Joe Rohde shared the following:

“The Flight of Passage experience is a Na’vi tribal rite of passage involving the Ikran, or banshee. In order for this ancient ceremony to continue, there have to be banshees. No living thing exists in isolation. Banshees, as an apex predator, rely on a vast Jenga-tower of interrelated organisms. Pull out one block and the tower collapses. This chart traces only two of the main threats to the banshee, deforestation and poor water quality. As with



such crises on earth, neither affect the keystone species directly, but disrupts the underlying system that support it. No banshees-no ceremony-no ceremony-no cultural identity-no identity-no Na’vi. For indigenous people, (including ourselves, because we are all indigenous somewhere) the loss of biological life is not just a physical loss, but a loss of meaning. What is Africa without lions and elephants? What

are the great northern rivers without salmon? What is summer without butterflies, or the sea without coral and tropical fish? What is night without bats? All these words change their meaning when we extract the life from them. And, even though we may still be standing, we too are less, because no living thing exists in isolation. We are a part of a huge living thing, sustained by it and obliged to sustain it...or we are nothing.”

You can't have a bad seat in Flight of Passage because there is a laser process that refocuses the image on the screen, guaranteeing a perfect view even if you are on one far end or another.

Your experience will not be unlike an experience in the film where the Na’vi people encounter the banshees and take flight. Here you will encounter impossibly large whale-like creatures, as well as a fierce Leonopteryx with a 45-foot wingspan (similar to

what you saw depicted earlier on the cave walls). It is a totally immersive journey where you will not only feel the wind, mist and smells, but even the very vehicle you board will breathe and roar like a banshee. Flight of Passage is an experience guests will not soon forget.

What About Lines?

So with crowds anticipated to be very, very long in the parks, what is recommended? Staying at a Disney resort offers you several pluses: Access to FastPass+ tickets in advance of others getting them; Access to early mornings at Disney's Animal Kingdom; and access to what is currently a nightly after hours event for Disney resort guests only.

What if you aren't staying at a Disney resort? There is no substitute for getting to the park early on days when Disney resort guests do not have an early entry. This means getting to the park in advance of the opening time, not just arriving the opening hour.



Food & Beverage

Beyond the two attractions, there are other experiences that complement your stay in Pandora. First, there are two food & beverage venues in Pandora: World of Avatar:

Pongu Pongu is an outdoor lounge that is run by an “ex-pat” earthling who remained on Pandora following the conflict between the Na’vi and the RDA. The owner was a former mechanic for the RDA, which explains the Amplified Mobility Platform suit (AMP) that stands as an icon beckoning you to this destination. Joe notes his feelings not only about this location, but how a simple kiosk like this is part of the story telling that goes on in Pandora:

“Narrative placemaking is not a “push” form of storytelling. You are not forced to look in any particular direction, pay attention to any particular character, or place yourself in any particular place. Instead you are free to look at anything you please, and think whatever you choose to think about it. However, whatever is there to be seen should be filled with



meaningful detail, so that if you do look, and you do think about what you see, there is story, emotion, and philosophy to be absorbed. Not very different than the real world. The tiny Pongu-Pongu tiki-style walk-up bar on Pandora is such a place. Because I grew up in Hawaii, I remember tiki bars that were not retro... they were sincere. They were made by vets who had returned from World War II in the South Pacific, which ended only 10 years before I was born. The idea of people returning to peace, of taking the trash of conflict and up-cycling it into something that will be used for celebration, friendship, and

fun is poignant and meaningful. The idea of the power of a creative soul to recover beauty out of destruction is important. Or it's a great place for a tasty colorful drink. And that is true too. Only depends on how closely you look.”

Available at this to-go bar is beer, alcoholic and non-alcoholic slushy-style drinks and come with different flavors of pearl-like items known as boba balls that you can opt to have in your drink. You can also opt for a glowing “unadelta seed” to go with your drink, or have the item served in a souvenir cup. As for snacks, Pongu Lumpia serves a pineapple cream-cheese spring roll. These concoctions come under the Disney Dining Plan.

Satu’li Canteen is a counter service restaurant. It is set in a Quonset hut-inspired building that used to be the mess hall for the RDA employees who worked on Pandora. If you walk around the restaurant, you’ll notice tribal objects and Na’vi cooking tools that have been placed around the hall, like the Hometree Bowl, a woven vessel used to hold and transfer ingredients. Of course, Rohde tells us, “Every bit as much artistry has gone into the food in here as it has gone into everything else.”

Keeping to the theme, everything here is cooked with wood. Here are some of the signature dishes:

On the My Disney Experience mobile app, you may order lunch in advance of your arrival at the cantina. Once you arrive at the restaurant, tap a button on the app that lets the kitchen know you are present. Several minutes later, your food will be ready in a designated queue space.

Satu’li Bowl. This is where you choose a protein (beef, chicken, sustainable fish, or tofu) a base (romaine and kale salad, rice grain blend, red and sweet potato hash, or even a quinoa-vegetable combo), and finally a sauce (creamy herb, charred onion chimichurri, black bean vinaigrette). There are more than 50 combinations to what you could do in your bowl.

Steamed Pods. If you’re not familiar with bao Asian buns, these may seem strange. There is a vegetable curry one, but curious diners will want to try out the cheeseburger pod, which has a taste quite similar to something you would find at McDonalds, only with a steamed version replacing your standard sesame style bun.

Drinks. Specialty drinks are found across Disney, and this corner of Pandora is no different. Two craft beers: Hawkes’ Grog Ale is a lovely Pandora-inspired green in color, while Mo’ara High Country Ale takes its cues from the highlands of the stunning Na’vi Valley. While the wine served in Pandora actually comes from Sonoma, California, who would have guessed that the winery’s name is actually “Banshee”. Finally, Pandora Sunrise offers a non-alcoholic blend of pineapple, lemon, and mango juices combined with limeade and Powerade Melon.

Desserts. Otherworldly looking considerations take familiar ingredients and render them appropriate to the themes of Pandora. Consider the Blueberry Cream Cheese Mousse. For those looking for something with chocolate, there is a concoction that combines a crunch cookie, banana cream, chocolate cake, and Goji berries. These items are also available in exchange for a snack credit.



Retail

Colors of Mo'ara. sTo get in the mood of being in Pandora, you may want to consider looking like a Na'vi. Outside in its own kiosk is a face painting station specializing in designs tied to the Pandora/Na'vi experience. You may want to check that out as well.

Windtraders is the only retail shop in Pandora. It too is run by ex-pats. It is uncertain at this time as to whether additional merchandise will be sold in other retail locations around Disney's Animal Kingdom, or in places like The World of Disney at Disney Springs. It is also not expected to be available through the Shop Disney Parks app or DisneyStore.com. They even have their own style shopping bags separate of the rest of Disney parks.



Efforts have been made to keep this retail experience as authentic to the story as the rest of the land. That means that at this time there is no plan to sell Mickey-related t-shirts or plush. Everything is intended to tie directly to Pandora and to the ecotourism theme. Even the displays and the shelving are not “off the shelf” to pardon the pun.

Here are a few items available to guests visiting Windtraders:

Adopt a Banshee.

Perhaps what will be the biggest draw at Windtraders will be a robotic banshee that will perch on your shoulder and interact with you, while you utilize a controller on the side. A Naturalist from Alpha Centauri Expeditions is stationed at the Rookery to help you adopt from 10 different styles, and they'll



also encourage you to pledge to respect the natural world on Pandora—and Earth upon your return. It's no Harry Potter wand, but then again, that purchase was nothing more than a stick. This offers much more value.

Na'vi Translator.

Na'vi is a constructed language spoken by the Na'vi people in the world of Pandora. The language was actually created by Dr. Paul Frommer. Guests will

be able to purchase the Na'vi Translator device, which will help guests to communicate using interchangeable translation cards. From this, they will learn how to pronounce 90 Na'vi words. The set comes with 15 translation cards but additional cards can be purchased in trading card packs. While Disney isn't known for a fan base of linguists, it is known for having fans who love trading merchandise. This may be popular in the same way that Sorcerers of the Magic Kingdom is.

Na'vi Portrait. Using facial scanning and customization on your part, you can have a custom figure of yourself envisioned as a Na'vi. It's similar to an earlier concept introduced with Star Wars

You might think that the jeweler Pandora who is the sponsor of the Happily Ever After fireworks might have a Pandora bead charm. Alas, at this time, there isn't any, but there is one themed to Disney's Animal Kingdom. You may want to search online for that.



There are other items as well, like plush baby banshees, make-your-own necklaces, and apparel utilizing the designs of the totems seen around the land. In truth, it's a remarkably unique and varied selection of merchandise that is being introduced to this new land at Disney's Animal Kingdom.

The Real Take Home Souvenir

Disney wants you to buy your share of plush banshees while in the gift shop. But they also want you to take something very different back with you as you exit the park. Everything in Pandora has a conservation connection back to Earth, and to the signature mission & message of Disney's Animal Kingdom.

Rohde said: "If you think about the intrinsic value of nature, transformation through adventure, and personal call to action — these are the values of Animal Kingdom. But if you say them again, those are the themes of the film *Avatar*. So *Avatar* and Animal Kingdom will nest into each other very, very neatly."

"Conservation isn't just the business of a few people. It's a matter that concerns us all."

--Walt Disney

