

Disney Magic

By

Hank Schrader



Unique Disney Ship Features

- **Staterooms** Most have split bathrooms—2 people can get ready at same time
- **Disney Characters**—pop up all the time; great photo opportunities
- **No casino**

Hank & Mickey Mouse on the Disney Magic, 1999



Main Dining

- Uses rotational night Dining system—3 main dining rooms
- **Animator's Palate**—start of meal all paintings are black & white; as meal progresses turn to color—unbelievably **Cool!**
- **Lumieres**—French inspired dining
- **Parrot Cay**—tropical theme
- **Your wait staff rotates with you**

Youth Activities

- **Flounder's Reef Nursery**—3 months to 3-extra cost
- **Disney's Oceaneer Club**—3-10, kids dress up in Disney characters; lots of activities
- **Disney's Oceaneer Lab**—3-10, computer lab, science lab, reading rooms, lounge
- **Edge**—11-13, replica of bridge, computer lab, videos, arts & crafts, scavenger hunts
- **Vibe**—teen hangout, 14-17, looks like college dorm room
- **Studio at Sea**—family center, looks like TV studio
- **Quarter Master's Arcade**—extra cost, have to buy game cards
- **Parents get pagers for younger kids!**

Shows

- Broadway caliber song & dance—usually 50-60 minutes
- Current sample of Shows
- **Let the Magic Begin**
- **Disney Dreams—An enchanted Classic**
- **Twice Charmed—An original twist on the Cinderella story**
- **Villains Tonight!**
- **Remember the Magic**

Galveston Itineraries

- **6 night Western Caribbean**—Grand Cayman, Cozumel
- **8 night Western Caribbean**—Key West, Costa Maya, Cozumel