Fabulously Beautiful...Savagely Real...Excitingly Different!

Most Astonishing Of The True-Life Adventure Series, 8 Academy Awards!

Immense in scope, this widely honored Academy Award-winning film depicts the life pattern of strange creatures and plants existing in the harsh environment of the Great American Desert. Action ranges from scenes of stark realism, high drama and comedy, to breathtaking beauty as the barren desert breaks into flamboyant bloom.

The LIVING DESERT

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To Our Viewers...
Welcome to The Disney Channel, a new realm of television entertainment designed to satisfy a deeply felt need for innovative family programming. Welcome, too, to The Disney Channel Magazine, an integral part of our service. Besides providing you with program information, the Magazine will continue to offer an array of fun features aimed at actively involving everyone in The Disney Channel family. There are personality interviews, a special Children's section, behind-the-scenes articles and much more.

All the unique resources of our organization are being tapped to supply The Disney Channel with widely diversified programs. The studio itself and WED Enterprises, home of the versatile Disney Imagineers, are major sources of creative talent. Disneyland and Walt Disney World figure prominently in our new productions. Among the new programs EPCOT MAGAZINE, EPCOT AMERICA! AMERICA! and segments of DREAM-FINDERS originate from Epcot Center, within Walt Disney World in Florida. NEW ANIMAL WORLD, WISH UPON A STAR, DISNEY STUDIO SHOWCASE and THE SCHEME OF THINGS use the whole world as a setting. Motion pictures are being drawn from the vast Disney Studio film library. Initial full-length features include "TRON," "Condorman" and "The Island at the Top of the World.

Mickey Mouse, Donald Duck, Goofy and all their pals are back in a galaxy of cartoon comedies. Short subjects are being selected from among 250 Disney educational and nature films. An ongoing cavalcade of film acquisitions is led by the world television premiere of "Brontosaurus." With pre-school youngsters in mind, we have devoted a substantial block of programming to new shows like MOUSERCISE, GOOD MORNING MICKEY! WELCOME TO POOH CORNER and YOU AND ME, KID.

The Disney Channel and this Magazine are your guides to a bold new world of televised family entertainment. We hope you enjoy it!

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PREMIERE ISSUE

THE DISNEY CHANNEL/1
EXPLORING THE "TRON" PHENOMENON

Disney's ultimate video fantasy comes to television

"Only recently has the public begun to realize that computers can be made to do beautiful things." —Peter Sarensen

TRON," a milestone in filmmaking history, premieres April 18th on The Disney Channel. The viewers can judge for themselves what critics have called "an original, unique, pioneering motion picture—giant steps ahead of its time."

TRON is a futuristic adventure, an electronic video game brought to life, in which a young computer programmer faces death from the very programs he invented. Jeff Bridges, David Warner, Bruce Boxleitner, Cindy Morgan and Barnard Hughes have dual roles, appearing in both the real and awesome electronic worlds. Their deadly war game is played with pieces you can see or vision, sets before beheld: light-cycles, solar sailers, energy spheres, battle tanks, anti-gravity recognizers, and a floating unit of information called a "bit."

Using computer graphics and other technologies new to movie making, some 400 artists and technicians spent 15 months creating scenes for "TRON."

"And sixteen minutes of this film," says writer-director Steven Lisberger, "were produced by computers alone!"

Lisberger, 32, began writing the screenplay while making computer-animated television commercials. He combined the public's wariness of new technology with its fascination for video games.

"I have the disturbing notion that bits and pieces of us all now exist in the electronic dimension," Lisberger says.

Every time we use a bank card, a credit card, a word processor, every time we file a tax return or get a driver's license, every time we buy a magazine subscription or open a charge account, a little more about ourselves goes into the ComputerWorld. That's the concept behind "TRON. Parts of our identities now exist in ComputerWorld and they want to communicate..."

"TRON" turns that idea into terrifying reality: a brilliant computer programmer, suspecting he is being victimized by the head of a huge communications conglomerate, attempts to break into its central computer system. He is stopped, not by human security guards, but by the ingenious Master Control Program within the system itself.

Thus the battle between man and machine begins. It takes on a fearful new dimension when the young programmer, zapped into energized particles by a laser beam, rematerializes inside the Master Control Program's vast computer domain.

There computer programs exist as identities, having acquired something of the appearance and personality of their human users. Inside the system, electronic counterparts of video game players are death-dealing warriors, using computer software as weaponry. The Master Control Program is a sinister, pervasive presence. It is against these enemies, the invention of people like himself, that the programmer must fight.

Much of the electronic world in which the programmer finds himself was created for "TRON" by computers themselves. The process, known as computer graphics, was first applied to aerospace and scientific research in the mid-1960s. It has since been diverted into the entertainment field. Some of the technology is used in the manufacture of video games, a multi-billion dollar business. There are 25,000 "TRON" video games in theaters and arcades around the country.

"Computer imagery as seen in "TRON" forms a bridge between artists and engineers," Lisberger explains. "As a result we're getting an entirely different interpretation of what is aesthetic and what is art.

"The computer won't draw for a person, but it will produce images that would never exist otherwise. Once the computer shows us these unique images, we can create on our own."

When masterring his army of innovators, Lisberger drew heavily from the technical staff of Walt Disney Productions.

""TRON" represents a timely advance in Disney film making," Lisberger says, "with new people, new minds and new ideas adding to a strong foundation.

"I think 'TRON' will be a pace-setter for years to come."

As programs trapped inside the computer, Tron and Yori (Bruce Boxleitner and Cindy Morgan) attempt to communicate with their real-life counterparts in Walt Disney Productions' "TRON."

PREMIERE ISSUE

THE DISNEY CHANNEL/3
Lancelot
Bruce Boxleitner

It's like old times when Bam-Bam's Girlfriend and The Hood Ornament get together.
Those are the nicknames Bruce Boxleitner and Cindy Morgan have for one another. They came about while the pair were co-starring in "TRON." "We wore helmets and skin-tight costumes for the picture," Boxleitner explained. "The first time we saw each other in costume, I thought Cindy looked dorky. She said I reminded her of the hood ornament on a Rolls Royce." Bruce, it turns out, had a different conception of himself. He played the title role in "TRON," a lone, free warrior in an electronic fantasy world whose living counterpart was a computer engineer. "I saw myself as a mythical knight, kind of like Lancelot," he said. "TRON was so unusual I had to relate to something. But I do that with every role."

Boxleitner, 32, is six feet two and athletically trim, with brown eyes, brown hair and mustache. There is an anarchistic, early American quality about him, as if he would seem out of place dressed in a modern business suit. He is presently starring in the "Bring 'Em Back Alive" series as Frank Buck, wild animal handler and jungle adventurer of the 1930s. He wears an old-fashioned pitch helmet, safari jacket and riding breeches, and he looks perfectly at home in the exotic scene.

"As a matter of fact," Boxleitner went on, "most of my acting's been in period pieces. I was playing a young boy on the frontier during the Civil War. Then I was a horseman on the border in the old westerns. The younger audience sometimes wants to see those."

Cinderella
Cindy Morgan

TRON is a fast-paced futuristic thriller. Keep you up to speed, use the following as a guide to "TRON" characters and terminology.

ACCESS—Concerns the process of obtaining stored data in a computer system. In the electronic dimension, all programs are being denied access to their users by the Master Control Program (MCP).

CLU—Flynn's alter-ego, he program has written to receive information stored on him from when he worked at ENCOM. CLU is captured and put to death by the MCP when he will not reveal the name of his User.

ENCOM—A communications conglomerate whose internal information system is controlled and monitored by the MCP.

FLYNN—A former employee of ENCOM who created some of the world's most popular computer games. These games were later stolen by Dillinger, who took credit for their invention. Flynn, now the owner of a video game empire, vows revenge.

MASTER CONTROL PROGRAM (MCP)—The powerful computer program used by Dillinger to control the flow of information within the ENCOM system. In the electronic dimension, the MCP is the tyrannical force which demands submission from all programs in the system.

PROGRAM—A real world, a set of instructions or coded information entered into a computer system. In the electronic dimension, programs are the alter-egos of the people who create them.

SAM—Robin Williams' alter-ego of ENCOM executive Ed Dillinger. Strong-arm program for the MCP.

TRON—A security program created by Alan Bradley to prevent too much information from being accessed by anyone in the ENCOM computer system. Because the ENCOM program is indepen-dently of the MCP, it threatens to embarrass Dillinger's chief of information. In the electronic dimension, TRON is Alan Bradley's alter-ego, the most powerful program still defiant of the MCP.

USER—The programer who is the source of a program's power and information. Programs believe in users as personal gods.

YORI—The alter-ego of Lora, Flynn's former girlfriend.

CINDY MORGAN

In Hollywood, where the hills are alive with the sound of actresses wailing for work, Cindy Morgan is a Cinderella who fit the glass slipper the minute she hit town.

"I was very lucky," she says. "I drove in from Chicago, a total stranger, got out of my car and started working. Within eight months I was shooting my first film."

Today, five years later, the former disc jockey and radio show writer is enjoying all the trappings of movie stardom, including a handsome home overlooking Beverly Hills. The secret of her success was a blend of horse sense and desperation.

"The first thing I needed after I got here was to make a dollar," Cindy says. "When you're desperate and have nothing to lose, it's surprising what you'll do. I drove hundreds of miles, modeling and doing anything to get noticed. I don't think many of the girls who were working looked too much at their faces, saw how they dressed and wore their hair. I turned myself into one of them and appeared as a complete majority Dannish oil TV commercials."

As the money began rolling in, Cindy invested in acting lessons to advance her career.

"When I got out of college I was very shy. I also wanted to make sure I'd be hired for what I could do, not because of what I looked like. So I went into radio, where nobody saw me. I was a disc jockey, did my own productions, wrote a lot of commercial copy; wrote my own newscasts, messed around. I was good at that and was that."

Off the launching pad as an actress, Cindy Morgan began her television work in "Love Boat," "Vega$" and "Chips." She played a saxophet for her move bow in "Caddyshack" and was up for a similar role in "Porty's" when she landed a starring role in "TRON."

Cindy is single and uses a surferpin to keep wolves from her door. "There are certain incidences that go with being an actress," she says. "When anybody asks me to babysit for a living, I tell them I sell office supplies."  

Adventurer James MacArthur

There are 50 ways to leave your employee. Actor James MacArthur came up from the first.

MacArthur was exploring South America when he got a message to return for his twelfth season on the "Hawaiian Five-O" television series.

"I'm not coming back," he replied. "I'm going into the Peruvian jungle and I'm taking a river boat and if you can catch me, go ahead."

That was in 1976. Since then MacArthur has been doing more acting, considerably more traveling, and learning what he calls the life of a carefree bachelor. Charlie, his 22-year-old son, is a ski instructor in Aspen, Colorado. Mary, his 17-year-old daughter, is a high school junior in Beverly Hills. MacArthur keeps two bags packed in the condominium on Oahu where he has lived for 15 years.

"I can go anywhere in the world, no matter what the climate, with just what I carry in those two bags," he says.

As star of THE SCHEME OF THINGS, a peripatetic series on The Disney Channel (Monday-Friday afternoons; Sunday afternoon), MacArthur has it both ways. He gets to act and see all kinds of places. During one typical month he visited the outer banks of North Carolina, the Gulf of Mexico, the Florida Everglades, St. Croix in the Virgin Is- lands, Boston, New York and San Francisco.

But even when he is not on location, MacArthur is seldom home. He has business interests that include a 200-acre farm outside St. Louis and a ski lodge in Crested Butte.

"Every so often I have to look after my son in New York," he says. "When the snow falls I go up to my condo in Colorado. Most of the time, though, I'm working."

MacArthur's role as Lassie's father in "Lassie" is accomplished naturally. He is the son of actress Helen Hayes and the late playwright Charles MacAr-thur. He grew up in Nyack, New York, in the stimulating company of celebrities who were also family friends.

MacArthur's ties with the Disney or- ganization go back to his university days. Walt Disney saw him in his first picture, tomorrows.

Two exclusive Disney Channel series emanate from EPCOT center.

EPCOT CENTER: America's Billion Dollar "Back Lot"

Within the realms of EPCOT Center a family vacation becomes a series of adventures to be experienced. Unparalleled in concept and form, EPCOT Center represents the ultimate in Disney-Imagined enter- tainment. It is an entertainment experience dedicated to humankind's most precious resource--its imagination. EPCOT Center encompasses two distinct dimensions: Future World and World Showcase, each unique in theme and style. Together, they form a cohesive showplace created to satisfy the imaginative appetites of the tens of millions of people of all ages and from every center of the globe destined to become "EPCOT travelers," bound on journeys as fantastic as Galilee's and as futuristic as our dreams for better times to come.

"The Young Stranger," and made him an offer he couldn't refuse: a studio contract. MacArthur left Harvard and went on to star in Disney's "Light in the Forest," "Third Man on the Mountain," "Swiss Family Robinson" and "Kidnappes."

"THE DISNEY CHANNEL 4 PREMIERE ISSUE

4-4 THE DISNEY CHANNEL
**Mousercise**

Mickey Mouse Health Club is the setting for this daily half-hour program inspired by Disney's hit record, "Mousercise." Designed especially for kids (but with plenty of grown-up appeal), Mousercise gives the whole family a chance to work out together. A physical fitness host leads a group of regular "Mousercisers" through stretching, bending, aerobic exercises that are fun—music effective too. Peppy and keeps everybody on their toes.

Tips on health and nutrition are also included in each program. "Mousercise" at home anytime by following the colorful chart on page 19.

Mon.-Fri., 7:00 a.m.
Sat. & Sun., 6:30 a.m.

**Program Highlights**

**Black Beauty**

*(Mark Lester, Walter Slezak, Peter Lee Lawrence)*

"Black Beauty" is a feature-length motion picture about the friendship and understanding that develop between a young boy and his colt. But Joe Evans (Mark Lester) and Black Beauty are parted, not to be reunited until very late in their lives. Before that reunion, however, Beauty passes from owner to owner, becoming a race horse, a circus performer, a military steed in India, and finally a worker for a coal merchant. A timely rescue allows Beauty to finish his life in freedom and peace.

May 1, 4, 7, 10, 14, 19, 21, 25, 29

**Living Desert**

*(True-Life Adventures)*

Six naturalist photographers roamed the seemingly lifeless sandscapes of Western America to produce this Academy Award-winning documentary about strange denizens of the desert.

In addition to providing a revealing look at hidden life on the Great American Desert, the picture also deals with plants, flowers and birds in this barren environment. Some, like the silver plants, wait 10 years if necessary for the right amount of rain they need to bloom. Birds like the elf owl nest in cactus plants protected from predators. A huge cast of fascinating characters enact scenes of courage and humor.

April 18, 21, 24, 30

May 3, 5, 10, 14, 22, 27, 30

**Barnaby and Me**

*(Sid Caesar, Julie Mills, Sally Boyden)*

A con man on the lam in Sydney, Australia, meets an attractive widow, her young daughter and their pet, a koala with the surprising ability to talk. The four embark on a treasure hunt which takes them to a mysterious hidden valley, where the natives possess a remarkable secret for perpetual happiness and koalas are sacred. The search ends in a series of amusing adventures.

April 18, 21, 23, 25, 29

May 4, 7, 15, 20, 24, 28

**TRON**

*(Jeff Bridges, David Warner, Bruce Boxleiter, Colleen Marin, Barnard Hughes)*

A video game inventor is zapped into an electronic world where energy lives and breathes, laws of logic are defied, and a threatening computer civilization thrives. TRON's unprecedented visual imagery was partly achieved by technologies never before applied to film making. (See page 2)

April 18, 20, 23, 26, 28

May 2, 7, 15, 18, 21, 24, 28

**You and Me**

Pre-schoolers and their favorite adults now have a perfectly simple and simply perfect way to spend some fun time together every day. Your TV room becomes a special place for learning and laughter as you and your youngsters join in easy-to-do activities, hand games, finger plays, sing-alongs, dramatic play, and cheerful physical challenges and exercises.

Celebrities and their children make guest appearances too, on this landmark interactive program that also stars its viewers!

Mon.-Thurs., 8:00 a.m. & 2:30 p.m.
Fri., 8:00 a.m.; Sat., 9:00 a.m.

**Welcome To Pooh Corner**

Winnie the Pooh, Tigger too, and all their friends from the Hundred Acre Wood are back! This time meet them "in person," as laughable, livable life-sized puppets performing in storybook settings.

Each show sends them on a rollicking new adventure, during which they discover the value of friendship, honesty and cooperation.

Each show also features original music, and ends with a lively sing-along. Words to the songs are televised, so youngsters can read as they join in.

Mon.-Fri., 7:30 a.m. & 2:00 p.m.
CALL IT COURAGE
Marooned on a deserted South Seas island, a teenage native boy overcomes his worst fears as he struggles to survive. After facing many dangers, Mafatu learns the true meaning of courage and makes the journey into manhood.
April 19
May 3, 17

EPCOT Magazine
The home and better theme this smart new series from Walt Disney World’s phenomenal Epcot Center in Florida. Using the billion dollar showplace as its base, EPCOT Magazine covers the globe for topical news and entertainment ranging from food and fashion to travel and family relationships.

World Showcase, a spectacular realm within Epcot Center, is the major setting of special segments such as “Animal Oddities,” reveal strange and wonderful facts about the animal kingdom. “Animal Quiz,” another regular feature, invites your audience to participate by answering questions based on program content.

Each month The Disney Channel Magazine will feature a variety of NEW! ANIMAL WORLD games and activities. (See the “Animal- scrostic” puzzle on page 28.)

Mon. - Fri.
8:30 a.m. & 4:00 p.m.
Sun.
2:30 p.m.

NEW! ANIMAL WORLD
Featuring Animal Quiz

NEW! ANIMAL WORLD brings producer Bill Burtsch's fascinating wildlife series to The Disney Channel in an all-new format. Burtsch, known for his popular programs as "Animal World," "Safari to Adventure" and "World of the Sea," now leads viewers on exciting new adventures as he travels the world in search of nature's most intriguing residents.

Regular features within the series, such as "Animal Oddities," reveal strange and wonderful facts about the animal kingdom. "Animal Quiz," another regular feature, invites your audience to participate by answering questions based on program content.

Each month The Disney Channel Magazine will feature a variety of NEW! ANIMAL WORLD games and activities. (See the "Animal- scrostic" puzzle on page 28.)

Mon. - Fri.
8:30 a.m. & 4:00 p.m.
Sun.
2:30 p.m.

5 Fingers
Cicer, the most daring spy of World War II, poses as valet of the British ambassador in Ankara, Turkey. After selling military secrets to the Germans, he continues his activities with the help of a woman friend. Plot and counterplot converge into "one of the high-est, fastest and most absorbing spy melodramas since Hitchcock crossed the Atlantic," according to film critic Arthur Knight. Based on a true story, "Five Fingers" was directed by Academy Award winner Joseph L. Mankiewicz.

April 19, 25, 27
May 1, 4, 6, 14, 19, 23, 28, 30

DAVE CROCKETT
KING OF THE WILD FRONTIER

Sage of the great frontiersman who was "born on a mountainside in Tennessee" and became an Indian fighter, Congress- man and Alamo hero. The picture was first released as a three-part TV show in 1954- 55, and started a craze that blurred like a firestorm. Coo- tailed Crockett caps appeared on young folks' heads over-night, and the "Ballad of Davy Crockett" resonated for 16 weeks at the top of the Hit Parade. Fess Parker went on to fur- ther fame as Daniel Boone, and Buddy Ebsen, who played Crockett's sidekick George Russel, continued his television career in "The

Beverly Hillbillies" and "Barnaby Jones." (See pg. 16)
April 19, 22, 27
May 4, 8, 12, 15, 18, 20, 23, 29

Program Highlights

Ron Howard, Earl Holliman, Jacqueline Scott, Andy Devine, Pamelyn Ferdin

A young boy who witnesses his father's death in a burning automobile is left fearful and guilt-ridden. Unable to accept the stepfather he feels was forced upon him too soon, the boy withdraws. Only through his love for a dog he restores to health does the boy finally gain love and compassion for the adults who have troubled his life.

April 29
May 5, 8, 11, 16, 22, 26, 30

Program Highlights

(More to come.)
**MOONIE OF THE LITTLE LEAGUE**

*Kevin Corcoran, Reginald Owen, Alan Hale, Jr.*

Montgomery Morgan Jr., nicknamed Moonie, works long and hard to make the Little League baseball team. But when an umpire's error allows him to score the winning run in the town semifinals, Moonie faces an even bigger win-or-lose contest with his conscience.

April 23, 27
May 1, 6, 9, 13, 18, 25

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**WISH UPON A STAR**

Everyone has a dream they'd love to see come true. Youngsters from 7 to 12 tell us their fondest wishes, and each week our producers turn several of them into reality. Viewers go along for the adventure as the young "wishful thinkers" actually live their dreams. Early segments find one of them piloting a tugboat, another making a pizza with a famous chef, and another being "Marine for a day" at Camp Pendleton.

The show also spotlights some special young achievers who have put creativity, spunk and determination to work for themselves.

**Premier Issue**

Tues. & Thurs., 3:00 p.m.
Sat., 8:30 a.m.

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**EYES AND EARS**

Everybody likes to be in on a secret, and EYES AND EARS gives you a peek at future entertainment on The Disney Channel. A celebrity host draws aside the curtain to reveal glimpses of forthcoming movies, specials and work in progress. Interviews and field reports complete the coverage.

Sat., 11:30 p.m.

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**The Castaway Cowboy**

*James Garner, Vera Miles, Robert Culp*

Clear the coasts for action when a shaghai'd Texas cowboy jumps ship and signs on as boss wrangler of the richest cattle ranch in Hawaii. The two-fisted cowpoke has hands full trying to punch a wild herd into shape, outfight an island bully and romance the pretty widow who owns the ranch.

April 19, 26, 27
May 1, 8, 13, 16, 19, 22, 27, 31

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**The Secret Life of Planets**

*Featuring Music by Stevie Wonder*

This extraordinary film sets out to prove that plants, like most living things, have intelligence. Evidence suggests that they feel pain and joy, react emotionally to danger, have extra-sensory perception, and can make sounds. A strong musical score combines songs by Stevie Wonder with ancient chants and prayers, and music made by plants themselves.

April 20, 24, 27
May 1, 3, 8, 12, 22, 25, 27, 29

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**So Dear To My Heart**

*Burl Ives, Beatrice Bond, Harry Carey, Luana Patten, Bobby Driscoll*

A fondly-told story in live-action and animation of an Indiana farm boy, his beloved black lamb, and the dreams, disappointments and joys of childhood. Balladeer Burl Ives has fun with "Billy Boy," "Old Dan Tucker" and others from his bag of American folk songs.

April 18, 22, 26, 28, 30
May 4, 10, 15, 21, 27, 29

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**Big Red**

*Walter Pidgeon, Gilles Perreault, Emile Geneste*

Big Red, a $5,000 show dog, is the center of controversy as his owner and a young boy disagree on training methods. When the boy runs away, taking Big Red with him, their adventures and misadventures lead to an emotional conclusion.

April 20, 24, 29
May 5, 7, 9, 13, 17, 21, 25, 28

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**Mouseterpiece Theater**

George Plimpton hosts this spoof of the popular PBS series, starring Disney cartoon characters in "mouseterpiece" performances. In the highly polished manner of anthology show hosts, Plimpton talks about amusing and little known aspects of Disney animation, before introducing classic short cartoons like "Steamboat Willie," "The Three Little Pigs," and Goofy's "How to Play Baseball ."

Nostalgia and film buffs, students of popular culture, and indeed everyone who has ever been touched by the art of Disney animation will enjoy this nightly "in-depth" look at memorable Walt Disney cartoons. (See page 17)

Mon.-Sat., 7:30 p.m.

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from the 1982 Cannes Film Festival; "Future Tense," a science fiction view of the future; "Where Did All My Money Go?" tracing consumer dollars spent on video games; "Hansel and Gretel," a stylized version of the classic children's tale; and "Toys," touring the highly secret world of toy making and design.

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**Premier Issue**

PREMIERE ISSUE

Sun. & Tues., 10:00 a.m.
Thurs., 8:00 p.m.
Sat., 3:00 p.m.

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**The Scheme of Things**

Created by Emmy award-winning producer Julian Power (Known for such highly acclaimed programs as "Discovery" and "Watch Mr. Wizard"). THE SCHEME OF THINGS is a daily half-hour documentary exploring the many wonders of the world of science. Hosted by actor James MacArthur, the program travels the globe observing and recording a wide spectrum of natural and man-made phenomena, which are then presented in an entertaining format, relevant to our everyday lives.

Included are examinations of subjects such as robots, pyrotechnics, energy farms and foods of the future. Also included are special presentations from Epcot Center, itself a showcase for scientific discovery.

THE SCHEME OF THINGS examines hundreds of subjects and takes us on a remarkable journey—a journey that uses curiosity for fuel, our minds and all of our senses for a vehicle, and the world around us for a map.

(See page 5)

Mon.-Fri., 4:30 p.m.
Sun., 2:00 p.m.
**Mickey Mouse Club**

The original, fondly-remembered Mickey Mouse Club is back! Here is the show that started it all—that set the world on its ears and began an overnight viewing sensation. Join all the Mouseketeers each weekday for a half-hour of music, laughter and fun. You'll meet Jimmy Cricket and all of your favorite Disney cartoon characters. You'll also enjoy the original Mickey Mouse Club shorts, including “The Hardy Boys,” “Spin and Marty” and “Annie,” starring Anneline Funiciello.

**Mon. – Fri., 3:30 p.m.**

**Condorman**

(Michael Crawford, Oliver Reed, Barbara Carrera, James Hampton, Jean-Pierre Kalafou)

Meet Woody Wilkins, creator of the comic strip character “Condorman,” who authenticates his inventions by testing them himself! Then watch him fulfill his way in and out of a high-speed international intrigue! Woody may be ready for tricky car chases, boat races, hair-raising escapes via home-made wings, and battles with laser cannons and jet streams, but he's definitely NOT prepared for the real-life problems that confront him when he meets a beautiful Russian spy who wants him to help her defect. One special effect after another adds to the action, suspense and comedy in this super-spy spoof that makes a day with James Bond look routine!

April 20, 22, 26 May 2, 6, 9, 12, 17, 21, 24, 30

**BRONTOSAURUS**

To 12-year-old Thomas, the Brontosaurus is a symbol of what can happen to his beloved open forest if it continues to be despooled by thoughtless people. Thomas fears that the forest and its creatures, like the prehistoric Brontosaurus, will become extinct. He rallies a group of schoolmates and together they dare to break the rules of the adult world to fight for a noble cause: protection of the earth's natural resources.

April 22, 24, 30 May 2, 7, 11, 15, 18, 26

**Dreamfinders**

Imagination unleashed! Colorful characters, severewildly imaginative sets, and a dazzling array of special effects make Dreamfinders a one-of-a-kind television experience your entire family will love!

Each episode finds a case of children in a "real world" setting confronted with a perplexing dilemma. Old Eli, the all-knowing Dreamfinder, whisks the children away on a magical journey to "The Realm of Imagination." There, free of worldly constraints, the children use their ideas and dreams to find a creative solution to their problem.

The journey is not without peril. Travelers through imagination are always fair prey for the ever-present villain, Fear and his minions. They need, Bartolomew Macclaren, to lead Old Eli and the children into the abyss of "Bewilderness." Created especially for young people by the Disney Imagineers (designers of Disneyland, Walt Disney World and Epcot Center), Dreamfinders is a weekly one-hour adventure about the imagination and creativity in us all.

Fri. 2:30 p.m.
Sat. 7:00 p.m.
Sun. 9:00 a.m.

**EPCOT America**

Americans discover themselves in this kaleidoscopic new program.

Yes, the viewer, are swept around the country to see people, places and things that exemplify the best in America today.

Philanthropists, fiddlers, fruitcake makers, football players—Americans everywhere who excel in their fields—are subjects for this documentary that's in touch with our times.

During the show you also visit Disney's Orange Theater in Epcot Center, Florida, where a host conducts a lively question-and-answer segment related to the program. You will find out if you agree with the rest of the country!

Thurs. 9:00 p.m.
Sat. 2:00 p.m.
Sun. 11:00 a.m.

**THE ISLAND AT THE TOP OF THE WORLD**

(David Hartman, Donald Sinden, Jacques Martin, Mako, David Gwinn, Agnes Eckemry)

When four turn-of-the-century explorers dare to fly an airship into the arctic wilderness in search of a missing man, they encounter adventure beyond belief. Driven off course by a fierce storm, they land in a mysterious island hidden beneath dense volcanic clouds, and discover a lost colony of not-very-welcoming Vikings. A fantastic adventure in the Jules Verne tradition, this exciting saga brims with suspense as the travelers attempt to escape the island and the doom in store for them.

April 22, 24 May 2, 8, 11, 14, 17, 20, 23, 28, 31

**THE OPTIMISTS**

(Peter Sellers, Donna Mullhoven, John Challies)

Sam, a once-great English music hall entertainer, now travels the streets of London with his old dog, giving side-walk performances. When two lonely children attach themselves to him, Sam initially resists but eventually accepts and returns their friendship. Together they demonstrate people's need for laughter, fantasy, imagination and—most of all—each other.

April 21, 23, 30 May 6, 11, 14, 16, 22, 26, 31

**SHORT SUBJECTS**

In addition to regularly scheduled shows on The Disney Channel, numerous short subjects will be interspersed between these programs. Rare cartoon titles like "Birds in the Spring" and "The Mad Doctor" will vie with golden oldies like "The Ugly Duckling" and "The Old Mill."

Educational and nature films from the Disney Studio's repository of over 250 short subjects will also be shown. So keep an eye on The Disney Channel, between the acts. You'll be happily surprised!

**CHILD OF GLASS**

(Barbara Barrie, Bill McGuire, Anthony Zerbe)

The ghost of a young girl, murdered long ago, seeks the help of a young boy who must solve a baffling riddle or face being haunted forever. A secret treasure, a revengeful carter and a midnight chase through a lonesome graveyard add suspense to this spooky thriller.

April 25, 29 May 9, 13, 16, 20, 23, 29

**PROGRAM HIGHLIGHTS**

**TELEVISION PREMIERE**

12/ THE DISNEY CHANNEL

PREMIERE ISSUE

13/ THE DISNEY CHANNEL

PREMIERE ISSUE
HOW TO ASSEMBLE
MICKEY’S MAGIC MOBILE

1. PRESS OUT MICKEY.
2. PRESS OUT THE DISNEY CHANNEL PIECE.
3. ATTACH THE DISNEY CHANNEL PIECE TO MICKEY WITH STRING, AND ENJOY “MICKEY’S MAGIC MOBILE.”
Yesterday/Today

There's a certain charm in the air when a couple of millionaires sit down to reminiscence. When Fess Parker and Buddy Ebsen heard that "Davy Crockett, King of the Wild Frontier" would be seen on The Disney Channel, they took a stroll down memory lane, to the days when they were Hollywood newcomers and Walt Disney entered their lives.

I met Walt Disney at the MGM studios in 1935," Bud- dy Ebsen begins. "He had a couple of cans of cartoon films under his arm to show Louis B. Mayer. I guess he was having too much fun to distribute them. I was wearing a Mickey Mouse sweatshirt, and maybe that put me on his good list.

"Anyway, years later, after I was out of the service and struggling to get reestablished in Hollywood, I got a call from Walt Disney. He took me around the studio and showed me a little mechanical man they were working on. He asked if I'd do a song and dance on film to help them out. So they put 'Way Down Upon the Swann River' on the playbook. I didn't say much, and they articulated the little mechanical man to match my movements.

"Walt paid me the minimum for a day's work — and I was very glad to get it. That little man turned out to be the forerunner of Disney's famous Audio-Animatronic figures — and it's now enshrined at Walt Disney World.

"Every time I see Fess Parker I think, there but for the grace of Walt go I," Ebsen continues.

"Norman Foster, who directed the Crockett shows, saw me in a trilogy of John Steinbeck films and thought I'd make a good Davy. He was sold and he had Walt half-sold, until Walt saw Fess in 'Them.' You know what happened then. I went home a very chafed actor. Norman phoned that night: 'Cheer up,' he said, 'we decided that Davy had to have a friend — and you're the friend! That made me so happy I wrote a song, 'Davy Crockett's Friend,' and believe it or not, I'm still getting royalties from it.

George Plimpton

George Plimpton is known for doing things that the rest of us only dream about. Playing quarterback for the Detroit Lions, basketball for the Boston Celtics, percussion with the New York Philharmonic, and flying on a trapeze for the Clyde Beatty-Cole Brothers Circus are but a few of the professional worlds he has explored. He has used these and other similarly interesting experiences as the basis for many books and magazine articles.

Now this occasional hang-glider, bullfighter, parasailor, sports car driver, soccer player, bird watcher, pitcher, boxer, tennis player, magazine photographer, raconteur, bridge player, golfer and stand-up comedian makes his debut on The Disney Channel as host of MOUSETPIECE THEATER, a series featuring Disney cartoon stars in comic 'masterpiece' performances (Monday-Saturday evenings). Falling into

Fess Parker was living in a bachelor apartment hard en enough for him to go to the movies or for him to get a haircut. The year was 1954, and Disney was preparing to do the story of Davy Crockett in live-action instead of animation as once planned. Disney had just seen "Them," a science-fiction thriller, and was struck by the two-minute performance of a tall young Texan horrified at the sight of giant ants.

"It came as a complete surprise when my agent said that Mr. Disney wanted to see me." Parker recalls. "I went over to the studio, he met me, and in just a few weeks I was on location in Cherokee, North Carolina, fighting Indians."

The rest is history. The three-part saga premiered on the Disneyland television series December 15, 1954, and when it ended in a blaze of gunfire and glory at the Alamo, Davy Crockett was a world sensation.

Parker wore his cowboy cap and buckskin and carried his trusty rifle. Old Ben, on personal appearance tours all over the globe. He heard himself singing "The Ballad of Davy Crockett" in every language except Bantu. When it was finally over, he was among the most sought-after stars in Hollywood.

In 1960 Parker moved to Santa Barbara, a historic seaside community 100 miles north of Hollywood, and added to his fame as an actor with a new career: there, as a highly successful businessman. His ventures include three mobile home parks, a hotel-convention center, and a real estate acquisition that, when he sold it, became the site of Great America, a theme amusement park.

Behind the Scenes

R Mickey Mouse meets George Plimpton

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PREMIERE ISSUE

PREMIERE ISSUE

Trickster Corners

T he problem: making a cast of sto- rybook animal stars talk, walk, sing and act. The solution: Puppetronics.

Puppetronics is the creation of Ken Forsee, a former Walt Disney Productions animator, and his resident wizards. By applying electronic technology

Pooch, of course, is a honey-loving bear. Among his friends are Tigger, the tiger; Eyore, the donkey; Owl, Rabbit, Piglet, Kanga and Roo, mother-and-baby kangaroos. Their adventures began in books by A. A. Milne, and continued in animated feature films, produced by the Walt Disney Studios. When an entirely new series was proposed for The Disney Channel, Forsee was hired to make the task of devising life-sized, lifelike characters.

Imaginators are artists, engineers and magicians, in equal proportions. They are the planners and designers behind the attractions at Disneyland, Walt Dis- ney World and Epcot Center. They helped develop the famous Disney Au- dio-Animatronic figures.

So when it came to populating the Hundred Acre Wood, where Pooch and his companions live, Forsee put his past experience as an Imaginizer to work. He and his assistants made soft foam cos- tumes of the characters, then built elec- tronic circuitry into them. When the con- sumers are worn by actors equipped with special electronic receivers, they are capable of an astonishing range of gestures and facial expressions. This combination of human movements and electronic ac- tion is called Puppetronics, and it's the Puppetronics that brings Pooch and his

E Pluribus One

Pooh Corner

Designer costomes Pooch

to the ancient art of puppetry, they have brought Winnie the Pooh and other ficit- onal characters to life on The Disney Channel in WELCOME TO POOH CORNER. (Monday-Friday mornings and afternoons.)

Friends to life on camera

Puppetronic stars Tigger and Pooh

Donald Duck and Goofy. It is a calcu- lated risk. But I am a lifelong admirer of classical animation, so when offered the opportunity to raise the curtain on MOUSETPIECE THEATER, I ac- cepted with alacrity.

A handsome ex-Harvardie, Plimpton lives in New York. He edits The Paris Review, a literary quarterly he founded in 1953, from a room in his apartment. He is in constant demand as a speaker, and he travels so much that he is often no more than a blur on the horizon.

Asked what he does in his spare time, he replied:

"Well, I'm in the midst of writing books on fireworks [one of his hobbies]; he is firework commissioner of the city of New York], hockey [he played with the Boston Bruins], and Diana Vreeland [former editor of Vogue and doyen of fashion publications for 30 years]. "Other than that, I take it easy."

WELCOME TO POOH CORNER blends humor, music and moral mes- sages in enchanting storytelling adven- tures. New songs, and a theme by the Academy Award winning brothers Rich- ard M. and Robert B. Sherman, enliven every show.

PREMIERE ISSUE

THE DISNEY CHANNEL

THE DISNEY CHANNEL/17
Hi there!

Welcome to The Disney Channel! I'm glad you're going to be part of the fun. (And boy, oh boy, is there ever a lot of fun and excitement in store for you and your family!)

You'll be going along on some thrilling adventures; laughing together at comedies; discovering secrets about the world around you; sharing the wondrous of wishes coming true; enjoying the antics of your favorite cartoon friends; and—best of all—making a lot of special new friends too!

While you're enjoying the programs and movies on The Disney Channel, you can also have fun with MICKEY'S CLUBHOUSE NEWS! It's designed just for you, and packed with activities that go along with the shows.

So turn on The Disney Channel, turn the pages of MICKEY'S CLUBHOUSE NEWS, and get ready for daily Disney fun!

Your Pal,
MICKEY MOUSE

COMING NEXT MONTH — DONALD'S CHANNEL CHATTER

A special place reserved for YOUR letters, pictures, drawings and poems. Write us about your favorite Disney programs; what you'd like to learn more about—or your ideas for games and activities!

Write to:
DONALD'S CHANNEL CHATTER,
THE DISNEY CHANNEL MAGAZINE,
4111 West Alameda, Burbank,
CA. 91505

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An Amazing Disney Name Maze!

Hidden in the "Amazing Disney Name Maze" are the titles and names of 24 objects, characters, people and places you'll see on The Disney Channel's opening programs and movies.

Words read across, down or diagonally. (We've circled one just to get you started.) Mark each one you find. Remember clues are found in The Disney Channel programs coming your way!

EARLY TO BED, EARLY TO RISE. AND DON'T FORGET TO MOUERCISE!

Learn the "mousercises" below and do them along with Mickey and his friends every morning!

“Come on, everybody, and MOUERCISE. Let the music move you Till you’re carried away. Keep your body moving, Feel your spirits rise. Do it every night and day.

TUNE IN TO MOUERCISE EVERY MORNING AND JOIN THE FUN!

1. Backstroke.
2. Lean from side to side.
3. Like toe-touches only out in front of you.
4. March. Then double time.

Words and Music by Beverly Bremers and Dennis Melonas

You can jump, you can shake it, Anything you make it, Whatever you feel is right. Come on, everybody, and MOUERCISE. Mickey’s MOUERCISE.

©1988 Walt Disney Music Company

D I L C O M P U T E R
M A L O B O E F I P P
O C D N Y U W B T C N
T M T T U S R S M O E
Z O R R O E T P R T W
A O O A H R D A N I
I N C N P N C Y O R M S
I H M T L I S P O O H
M I Y I K S I P O T U
A E S O D E A R J H E
L B C N U F D A V Y Y

THE DISNEY CHANNEL/19

THE DISNEY CHANNEL/18
TRON

START

MOVE AHEAD 1

Shortcut—ASK BIT

MCP Blows Up—MOVE AHEAD 2

You Win Ring Game—TAKE ANOTHER TURN

TAKE ANOTHER TURN

Shortcut—ASK BIT

Light Cycle Game

LOSE A TURN

You Escape Game Grid—MOVE AHEAD 1

ENERGY POOL

MCP SHOWDOWN

You Defeat Sark—MOVE AHEAD 2

ENERGY POOL

GO BACK TO MCP

GO BACK TO MCP

ENERGY POOL

GO TO MCP

Grid Bugs Attack—GO BACK 1

END

MCP

GO BACK 1

SOLAR SAILER

Sonic Sails

You Outrace Sark—MOVE AHEAD 1

Sark's Men Attack—LOSE A TURN

You Find A Recon Module—TAKE ANOTHER TURN

You Find A Recon Module—TAKE ANOTHER TURN

End

The Disney Channel
You may think of computers as complicated machines, but every time you play a video game you're interacting with a computer!

Today, computers do everything from helping your favorite athletes improve their performances to creating fantastic 3-dimensional worlds like the one in "TRON"! But the best news is that anyone can get in on the new computer creativity.

More and more people are discovering the new worlds of possibilities computers are opening to them. As you watch "Computers Are People Too," you'll hear about artists, athletes, airplane pilots, musicians and dancers who have learned to put computers to work for them.

When human mind meets computer memory, the results are sensational. Computers are the newest dream machines, run by electronics and your imagination!

Watch "Computers Are People Too" and answer these questions:

1. What does it mean to "digitize" information?
2. What is a pixel? A program?
3. How do composers use computerized music machines?
4. Who else besides athletes and dancers might profit from computer analysis of movement?
5. What's the difference between the human mind and a computer?

Wish Upon A Star

"When you wish upon a star, makes no difference who you are..." In fact, it's your special wishes and dreams that make each one of you unique!

Now on "Wish Upon a Star," you'll watch kids experiencing the thrill of having their favorite dreams come true. From going through the astronaut training program at NASA to piloting a tugboat, you'll go along for the adventure!

Write us about your most marvelous, mysterious, magical wishes, and why you'd like to have them come true. Who knows—they might!

Send your letters to:
WISH UPON A STAR
P.O. Box 950
Hollywood, CA 90028
Use these finger puppets every day to act out the wonderful adventures you watch on WELCOME TO POOH CORNER.

1. Cut around each picture, then cut out the dotted circles.
2. Put your fingers through the holes and PRESTO—Pooh, Eeyore, Rabbit and Tigger are ready for some fun!

FIND THE ANIMALS!
You’re a nature photographer looking for animals to photograph. Thirteen animals are hiding in the picture below. Can you find them?

DON’T MISS New! ANIMAL WORLD
Monday-Friday Mornings and Afternoons
CROSSWORD PUZZLE

Across

Down

The answers to the Crossword Puzzle will be in the June issue.

VIEWER PARTICIPATION

ANIMAL CROSSTICS

The following clues are taken from episodes entitled "Animal Archetypes" (April 20, May 8, 27) and "Reptiles of the World" (May 2, 17, 22) on NEW! ANIMAL WORLD. Write the correct answer to each clue in the spaces provided (one letter to a space)! Then fill in the letter in the corresponding numbered space below to decode a special saying about the animal kingdom. (Answer appears on page 27.)

SOLUTION:

CLUES:
1. Head bee
2. Builders of 20-foot earthen high rises. (2 wds.)
3. Life's a constant struggle for this.
4. Beavers, birds and bees are all master ______
5. A dubious distinction shared by many species.
6. Reptiles with plenty of teeth, but no tongue.
7. A harmless, but ferocious looking desert reptile. (slang) (2 wds.)
8. Natural habitat—an animals ______
9. Reptile whose tongue is longer than its body.
10. Insects' homes. (two kinds)

Across

Down

The answers to the Crossword Puzzle will be in the June issue.

From the Disney Studio

DISNEY STUDIO SHOWCASE

We asked our feature films producers to take this show wherever their imaginations led them.

The result is DISNEY STUDIO SHOWCASE, a series that is sometimes unpredictable, often surprising and always entertaining.

Our light-hearted talents show you a circus clown college, the world's most popular commercials, science fiction dreams and a modern version of the Hansel and Gretel fairy tale. Who knows where they'll take you next?

From the WED Imagineers

DREAMFINDERS

Our top creative people at WED...the people who designed Disneyland, Walt Disney World and EPCOT Center...developed this fantasy show with dazzling sets and state-of-the-art video techniques.

A modern Our Gang journeys with a wizard to the Realm of Imagination, where problems can be solved and dreams realized.

Along the way, they must deal with Fear and other villains who lurk in the Bewilderness.

The road is challenging but the rewards are many. And our young viewers will see how today's Dreamfinders can become tomorrow's world builders.
COMING TO THE DISNEY CHANNEL!

POPEYE

DISNEY STUDIO SHOWCASE

TREASURE ISLAND

DUMBO

MARY POPPINS

FIVE MILE CREEK

THE LITTLE PRINCE

THE DISNEY CHANNEL