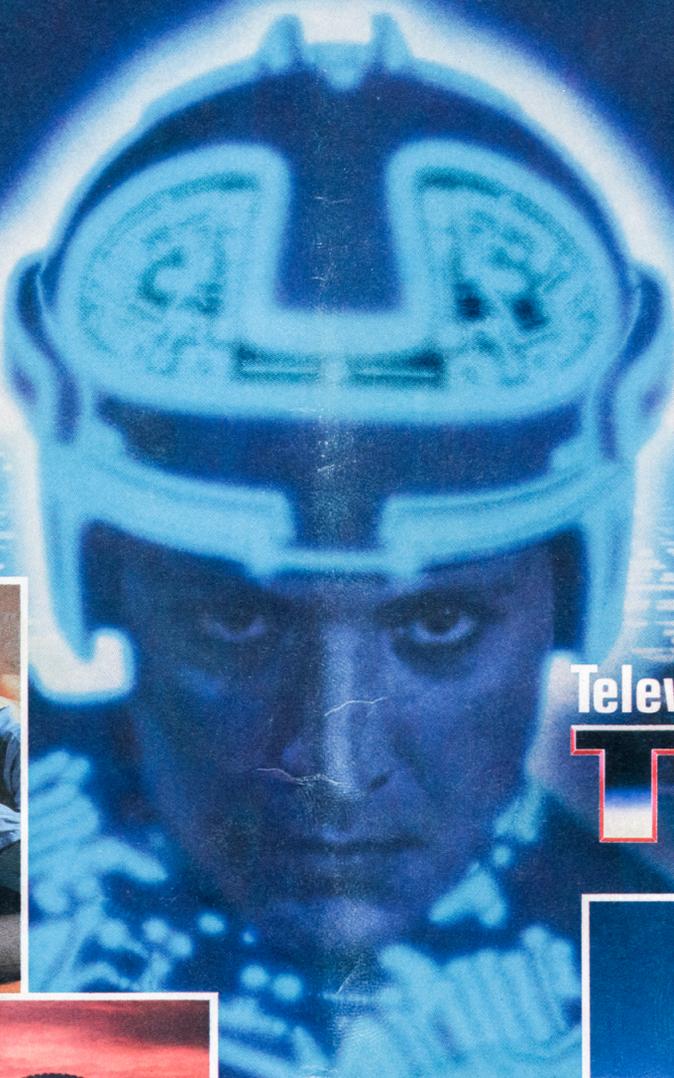


THE DISNEY CHANNEL

MAGAZINE/PREMIERE ISSUE

INSIDE:
"Mickey's
Clubhouse News"
Special Mobile
Pull-Out

COMPLETE PROGRAM LISTINGS



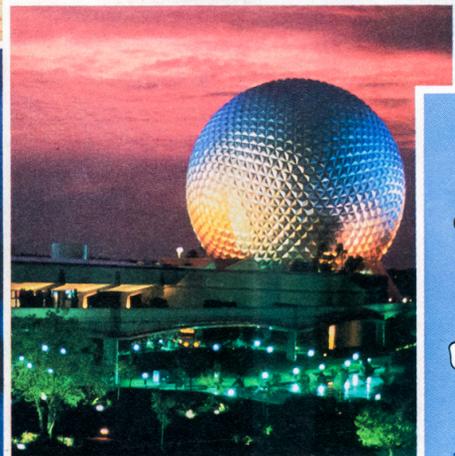
Exclusive Television Premiere

TRON

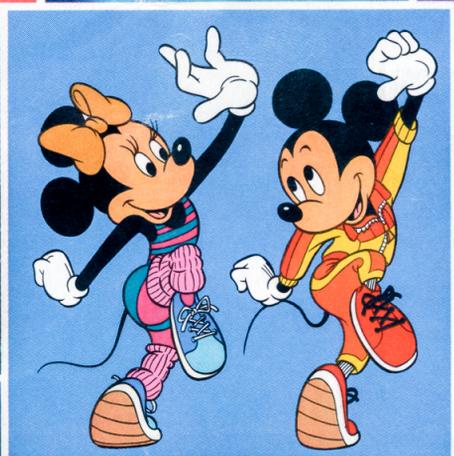
PAGE 3



YOU AND ME, KID
PAGE 7



EPCOT MAGAZINE, PAGE 8



MOUSERCISE, PAGE 6



MAGICAL PROGRAMS FROM
THE MAGIC KINGDOMS, PAGE 13

ONLY ON
THE DISNEY CHANNEL

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



CONTENTS

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 program information, the Magazine will continue to offer an array of fun features aimed at actively involving every member of 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.

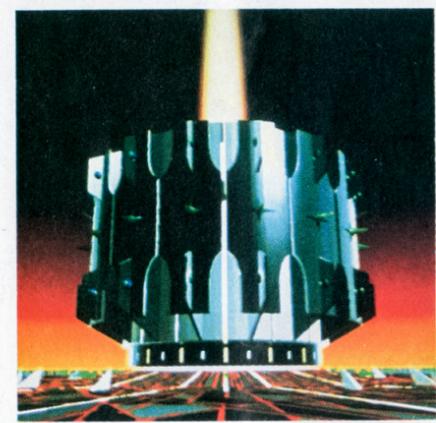
Motion pictures are being drawn from the vast Disney Studio film library. Initial full-length features include "TRON," "Condorman" and "The Island at the Top of the World."

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 them!



TRON 2

Disney's Widely-Acclaimed Futuristic Film Fantasy Comes to The Disney Channel!

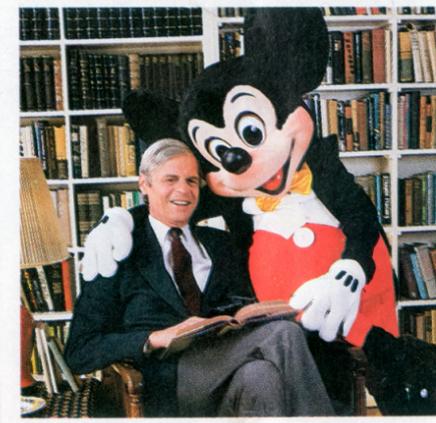
Journey to an Awesome Electronic Dimension . . . Where Video Games Live to Defy and Destroy Their Human Inventors . . . And Computers Create Their Own Plan to Conquer the World!



LOOK WHO'S TALKING 16

Go Back to 1954 B.C. (Before Crockett) and Discover How Walt Disney Made Frontier Heroes of an Unknown Actor and a Broadway Dancer.

Join Them as Fess Parker and Buddy Ebsen Reminisce about the Good Old Davy Crockett Days.



GEORGE PLIMPTON 17

Your Easy Chair Is a Front Row Seat at The Disney Channel's MOUSETERPIECE THEATER.

Meet Your Host George Plimpton, and Enjoy Disney's Brightest Cartoon Stars in a Funfest of Memorable Moments and "Masterpiece" Performances.

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Editor: Elaine Overbey, Copy Consultant: Leonard Shannon, Graphic Designer: Steve Wilson, Associate Editors: Barbara Bazaldua, Bob Gearhart, Production Supervisor: Sally Rydell, Production Artists: Linda Crossan, John Davidheiser, Art Assistant: Gary Berberet, Circulation Supervisor: Bob Luchi. The Disney Channel, 4111 West Alameda Avenue, Burbank, California, 91505. ©1983 Walt Disney Productions, Printed in U.S.A., April/May.



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 Sørensen

TRON," a milestone in filmmaking history, premieres April 18th on The Disney Channel. Then 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 no eye nor camera has ever 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. And 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 inventions 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 theatres 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 mustering 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."

Lancelot

Bruce Boxleitner

It's like old times when Bambi'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 doe-like and she



BRUCE BOXLEITNER

said I reminded her of the hood ornament on a Rolls-Royce."

Bruce, it turned out, had a different concept 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 him 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 anachronistic, 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" TV series as Frank Buck, wild animal handler and jungle adventurer of the 1930s. He wears an old-fashioned pith helmet, safari shirt and riding breeches, and he looks perfectly at home in the part.

"As a matter of fact," Boxleitner went on, "most of my acting's been in period pieces. I was playing a young Wyatt Earp, the frontier marshal of a hundred years ago, when I read the script of 'TRON,' which is set in some computerized world of tomorrow. My next movie will probably be another western, 'For the Love of the Game.' It's a sequel to 'The Gambler,' which I made with Kenny Rogers and Ann-Margret.

"I feel comfortable in period pictures, maybe because I have a classical background in acting. And I love to research roles. I have a large historical library at home, and my wife [actress Kathryn Holcomb] and I collect antiques and western Americana. I guess I do relate to other places, other times." ♡

TRON GLOSSARY

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

ACCESS—Concerns the process of obtaining data or storing data in a computer system. In the electronic dimension, all programs are being denied access to their Users by the Master Control Program [MCP].

ALAN-ONE—The name by which the TRON program knows his User, Alan Bradley.

CLU—Flynn's alter-ego, a program he has written to retrieve information stolen from him 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 emporium, 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 subservience from all programs in the system.

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

SARK—The 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 accumulating in any part of the ENCOM computer system. Because the TRON program operates independently of the MCP, it threatens to uncover Dillinger's theft of information. In the electronic dimension, TRON is Alan Bradley's alter-ego, the most powerful program still defiant of the MCP.

USER—The programmer 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.

Cinderella

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 got 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 right to a modeling agency, pulled out photos of the girls who were working, looked

at their faces, saw how they dressed and wore their hair. I turned myself into one of them and appeared as a model in mayonnaise and suntan 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 news. I was employed because I was good and that was that."

Off the launching pad as an actress, Cindy rocketed into television with leads in "Love Boat," "Vega\$," and "CHiPs." She played a sexpot for her movie bow in "Caddyshack" and was up for a similar part in "Porky's" when she landed a starring role in "TRON."

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



CINDY MORGAN



Adventurer James MacArthur

There are 50 ways to leave your employer. Actor James MacArthur came up with the fifty-first.

MacArthur was exploring South America when he got a message to return for his twelfth season on the "Hawaii 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 1978. Since then MacArthur has been doing more acting, considerably more traveling, and leading what he calls the life of a carefree bachelor. Charlie, his 22-year-old son, is a ski instructor in Aspen. 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.

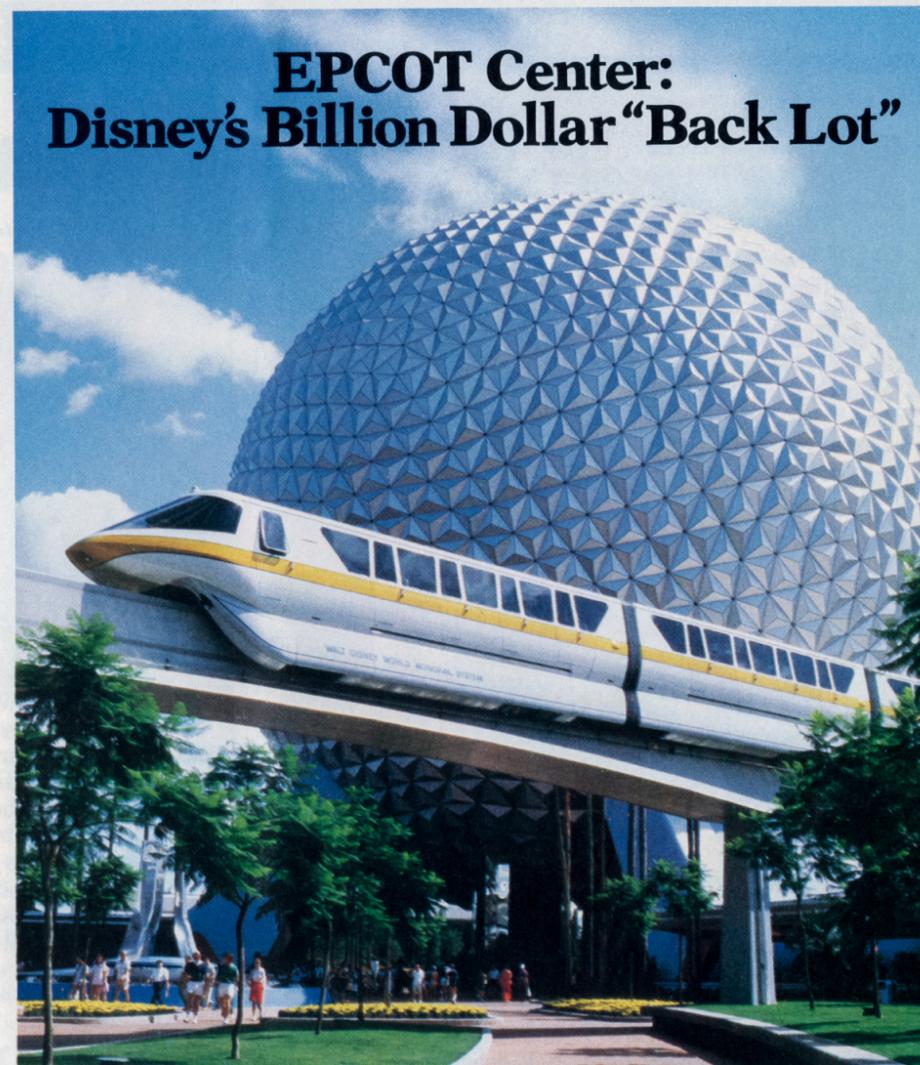
"I can go anywhere in the world, no matter what the climate, with just what I carry in those two bags," he says.

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 Islands, 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 soy beans and corn," he says. "When the snow falls I go up to my condo in Colorado. Most of the time, though, I'm working."

MacArthur comes by his craft naturally. He is the son of actress Helen Hayes and the late playwright Charles MacAr-



EPCOT Center: Disney's Billion Dollar "Back Lot"

Within the realms of EPCOT Center a family vacation becomes a series of adventures unlike any ever encountered. Unparalleled in conception and form, EPCOT Center represents the ultimate in Disney-Imagineered entertainment. 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 colossal 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 Gulliver's and as futuristic as our dreams for better

tomorrows.

Two exclusive Disney Channel series emanate from EPCOT Center: EPCOT AMERICA! AMERICA! uses EPCOT Future Choice Theater to poll Americans on the issues of the day, conducts person-on-the-street interviews and sends camera crews across our country to discover our little known but inspirational people and places. EPCOT MAGAZINE tours Future World and World Showcase to explore new technologies, engaging personalities and enduring life styles. From gourmet cooking lessons from its already famous restaurants, to celebrity interviews, to a memorable lesson on energy saving, the series uses the indelible images of EPCOT to inform and entertain us.

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 organization go back to his university days. Walt Disney saw him in his first picture, "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 "Kidnapped." ♡

PROGRAM HIGHLIGHTS

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.

GOOD MORNING MICKEY!

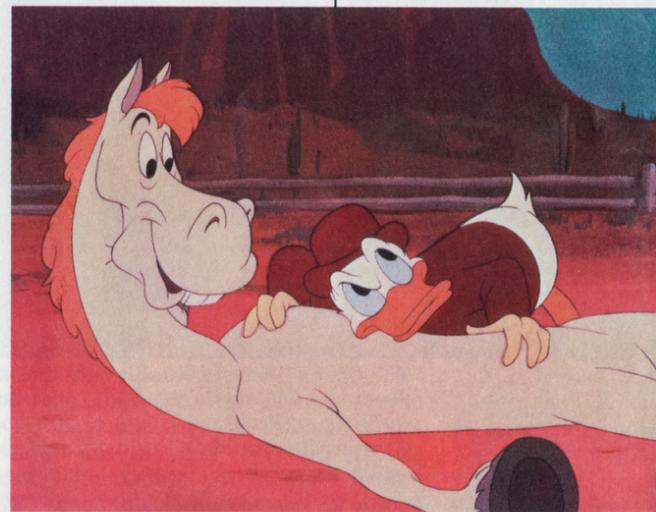
Start the day with smiles, giggles and guffaws. GOOD MORNING MICKEY! is a daily selection of the world's best-loved classic cartoons starring Mickey Mouse, Minnie, Donald Duck, Goofy and the whole Disney gang.

These cartoon comedies have entertained millions over the years. Timeless in

their appeal, they are filled with original songs, hilarious gags and ingenious Disney animation.

A delightful way to start your day, GOOD MORNING MICKEY! is quality entertainment for the entire family.

Daily, 6:00 a.m.



"Black Beauty"

(Mark Lester, Walter Slezak, Peter Lee Lawrence)



Based on the all-time favorite novel by Anna Sewell, "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, how-

ever, 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

The LIVING DESERT

(True-Life Adventure)

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 belly 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



PROGRAM HIGHLIGHTS

Barnaby and Me

(Sid Caesar, Juliet 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,

amazing surprises to all.

April 18, 21, 23, 25, 29
May 4, 7, 15, 20, 24, 28



TRON

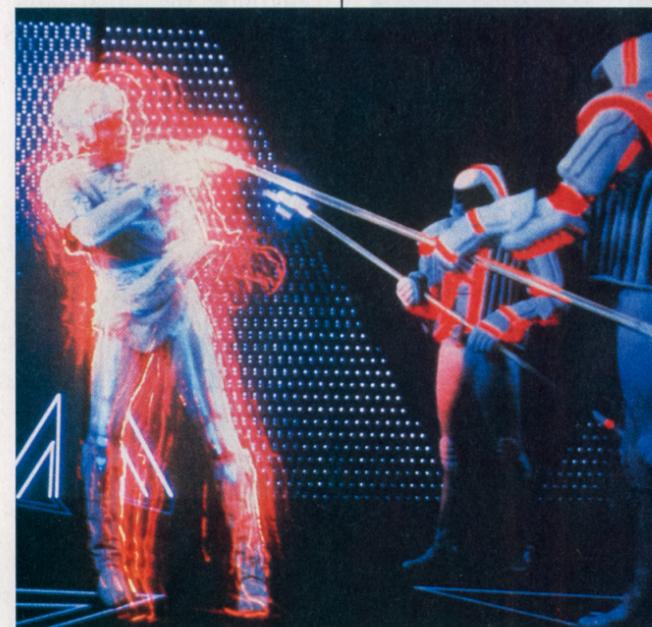
(Jeff Bridges, David Warner, Bruce Boxleitner, Cindy Morgan, Barnard Hughes)

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 filmmaking. (See page 2)

April 18, 20, 23, 26, 28
May 2, 7, 15, 18, 21, 24, 28



You and Me, Kid

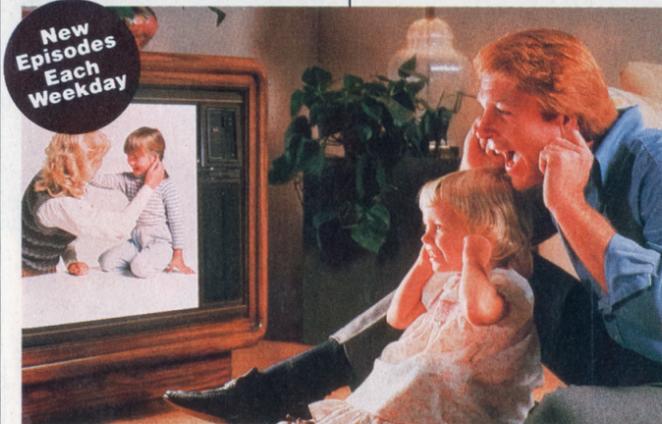
Pre-schoolers and their favorite adults now have a perfectly simple and simply perfect way to spend some fun time together every day.

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.



New Episodes Each Weekday



Welcome To Pooh Corner

New Episodes Each Day



Winnie the Pooh, Tigger too, and all their friends from the Hundred Acre Wood are back!

This time meet them "in person," as laughable, lovable 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.

PROGRAM HIGHLIGHTS



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.

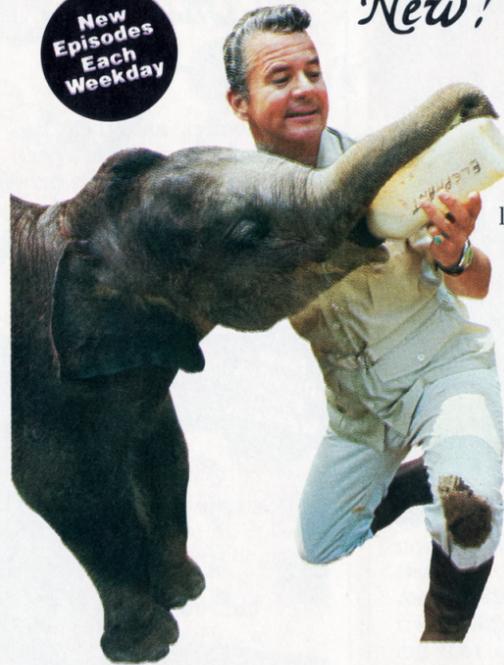
April 19
May 3, 17



The home and better living 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 roams the globe for topical news and entertainment ranging from food and fashion to travel and family relationships.

New Episodes Each Weekday



New! ANIMAL WORLD

featuring Animal Quiz

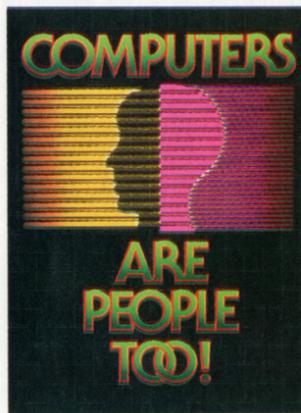
NEW! ANIMAL WORLD brings producer Bill Burrud's fascinating wild-life series to The Disney Channel in an all-new format. Burrud, known for such popular programs as "Animal World," "Safari to Adventure" and "World of the Sea," now leads viewers on exciting new adventures as he travels the world in search

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 audiences 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-croctic" puzzle on page 28.)

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



A factual, fascinating look at the changes and challenges computers are bringing to everyone's life—from artists and composers to athletes and schoolchildren.

Directed by Academy Award winner Denis Sanders, "Computers" uses graphic images to prove that "anything the mind can imagine, computers can make real."

April 30
May 8, 24

ZORRO

(Guy Williams,
Henry Calvin)

Follow the adventures of the most daring swordsman of them all! By day a dandy, by night a swashbuckling hero, Zorro "The Fox" uses his lightning-fast wits and blade to champion the oppressed.

Mon.-Fri., 5:30 p.m.



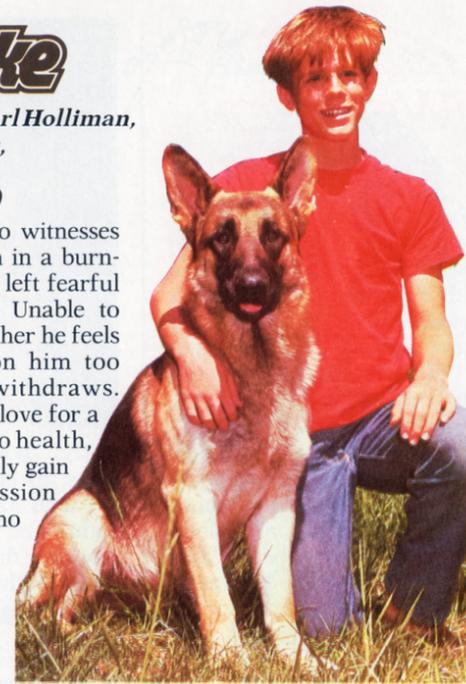
PROGRAM HIGHLIGHTS

Smoke

(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 3, 8, 11,
16, 22, 26, 30



5 FINGERS

Cicero, 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



A new game show played by 7- to 10-year-old contestants, who race through a life-size, three-dimensional gameboard to "stations" relating to Magic, Animals, Books, Heroes and Villains.

Players use imaginative vehicles to zip from station to station; once there, they view short sequences from classic Disney films and answer questions about them. No special knowledge is needed. Winning takes physical coordination, a good memory and lots of team spirit.

Mon. & Wed., 3:00 p.m.
Sat., 8:00 a.m.



DAVY CROCKETT KING OF THE WILD FRONTIER

(Fess Parker, Buddy Ebsen)

Saga of the great frontiersman who was "born on a mountaintop in Tennessee" and became an Indian fighter, Congressman and Alamo hero. The picture was first released as a three-part TV show in 1954-55, and started a craze that blazed like a firestorm. Coon-tailed Crockett caps appeared on young folks' heads overnight, and "The Ballad of Davy Crockett" resounded for 16 weeks at the top of the Hit Parade.

Fess Parker went on to further 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 5, 8, 12, 15, 18, 20, 23, 29

PROGRAM HIGHLIGHTS



MOOCHIE OF THE LITTLE LEAGUE

(Kevin Corcoran, Reginald Owen, Alan Hale, Jr.)

Montgomery Morgan Jr., nicknamed Moochie, 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, Moochie faces an even bigger win-or-lose contest with his conscience.

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



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

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 re-

veal glimpses of forthcoming movies, specials and work in progress. Interviews and field reports complete the coverage.

Sat., 11:30 p.m.

THE CASTAWAY COWBOY

(James Garner, Vera Miles, Robert Culp)

Clear the coast for action when a shanghaied Texas cowboy jumps ship and signs on as boss wrangler of the sorriest cattle ranch in Hawaii.

The two-fisted cowpoke has both 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, 25, 28
May 1, 8, 13, 16, 19, 22, 27, 31



New Episodes Each Weekday

THE SCHEME OF THINGS

Created by Emmy award-winning producer Jules 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.

PROGRAM HIGHLIGHTS

The Secret Life of Plants

(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

So Dear To My Heart

(Burl Ives, Beulah Bondi, 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

Big Red

(Walter Pidgeon, Gilles Payant, Emile Genest)

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

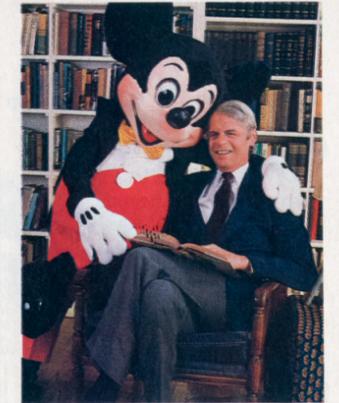


Mouseterpiece Theater

George Plimpton hosts this spoof of the popular PBS series, starring Disney cartoon characters in "masterpiece" 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.

DISNEY STUDIO SHOWCASE

Produced under the supervision of Walt Disney Productions' feature film division, this program provides an opportunity for talented filmmakers to experiment with a variety of new production techniques.

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 secretive world of toy making and design.



Planned episodes include "Behind the Scenes," a fascinating look at Walt Disney Studios; "Seeing Spots," award-winning commercials

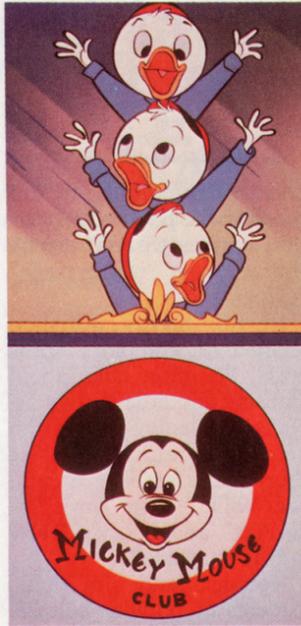
Sun. & Tues., 10:00 a.m.
Thurs., 8:00 p.m.
Sat., 3:00 p.m.

PROGRAM HIGHLIGHTS

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 became an overnight viewing sensation. Join all the Mouseketeers each weekday for a half-hour of music, laughter and fun. You'll meet Jiminy Cricket and all of your favorite Disney cartoon characters. You'll also enjoy the original MICKEY MOUSE CLUB serials, including "The Hardy Boys," "Spin and Marty" and "Annette," starring Annette Funicello.

Mon.-Fri., 3:30 p.m.



Condorman

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

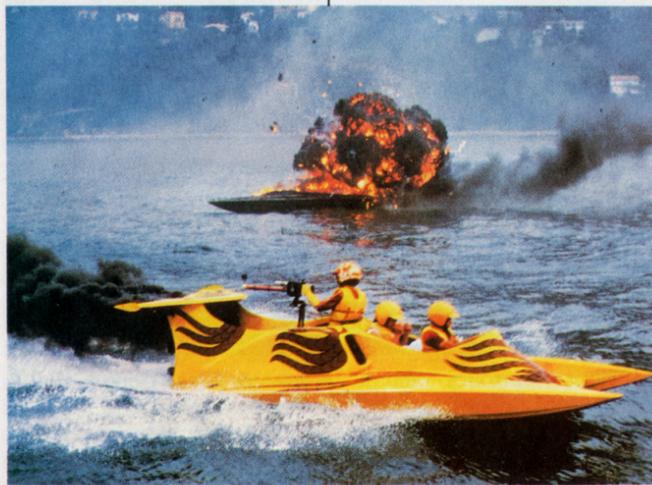
Meet Woody Wilkins, creator of the comic strip character "Condorman," who authenticates his inventions by testing them himself! Then watch him fumble his way in and out of a high-speed international intrigue!

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, 23, 26
May 2, 6, 9, 12, 17, 21, 24, 30



DREAMFINDERS

Imagination unleashed! Colorful characters, seven wildly 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 cast 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 persistently attempt 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 a.m.
Sun., 9:00 a.m.

TELEVISION PREMIERE



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 despoiled 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

PROGRAM HIGHLIGHTS

The ISLAND at the TOP of the WORLD

(David Hartman, Donald Sinden, Jacques Marin, Mako, David Gwillim, Agneta Eckemyr)



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 on 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

EPCOT America America

Americans discover themselves in this kaleidoscopic new program.

You, 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 Future Choice Theater in Epcot Center, Florida, where a host conducts a lively question and answer segment relating to the program. You



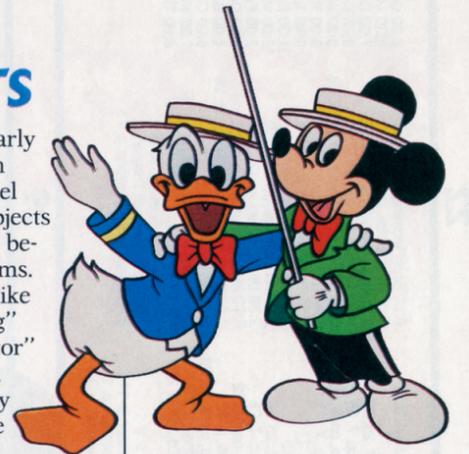
will find out if you agree with the rest of the country!

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

SHORT SUBJECTS

In addition to regularly scheduled shows on The Disney Channel numerous short subjects will be interspersed between some 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, Biff 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 caretaker and a midnight chase through a lonesome graveyard add suspense to this spooky thriller.

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

THE OPTIMISTS

(Peter Sellers, Donna Mullane, John Chaffey)

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



nation and—most of all—each other.

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



DETACH HERE

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."

SHOWS I WANT TO WATCH ON THE DISNEY CHANNEL

★ TRON

★ YOU AND ME, KID

★ DAVY CROCKETT

★ WELCOME TO POOH CORNER

★ BLACK BEAUTY

★ CONTRAPTION

© W.D.P.

THESE ARE YOUR TRON GAME

IDENTITY DISCS (GAME MARKERS)
AND SPINNER



TRON SPINNER ASSEMBLY

1. Punch Out
2. Fold up flap as shown.
3. Put a straight pin or push pin through the spinner center and push through the target area on the Tron game board.
4. Spin by tapping flap with your finger.



★ ★ ★
**WATCH TRON
THEN PLAY
THE GAME!**
(Game board on
pages 20 & 21)

Dates and times for TRON
shown on pages 14 and 15.



© W.D.P.

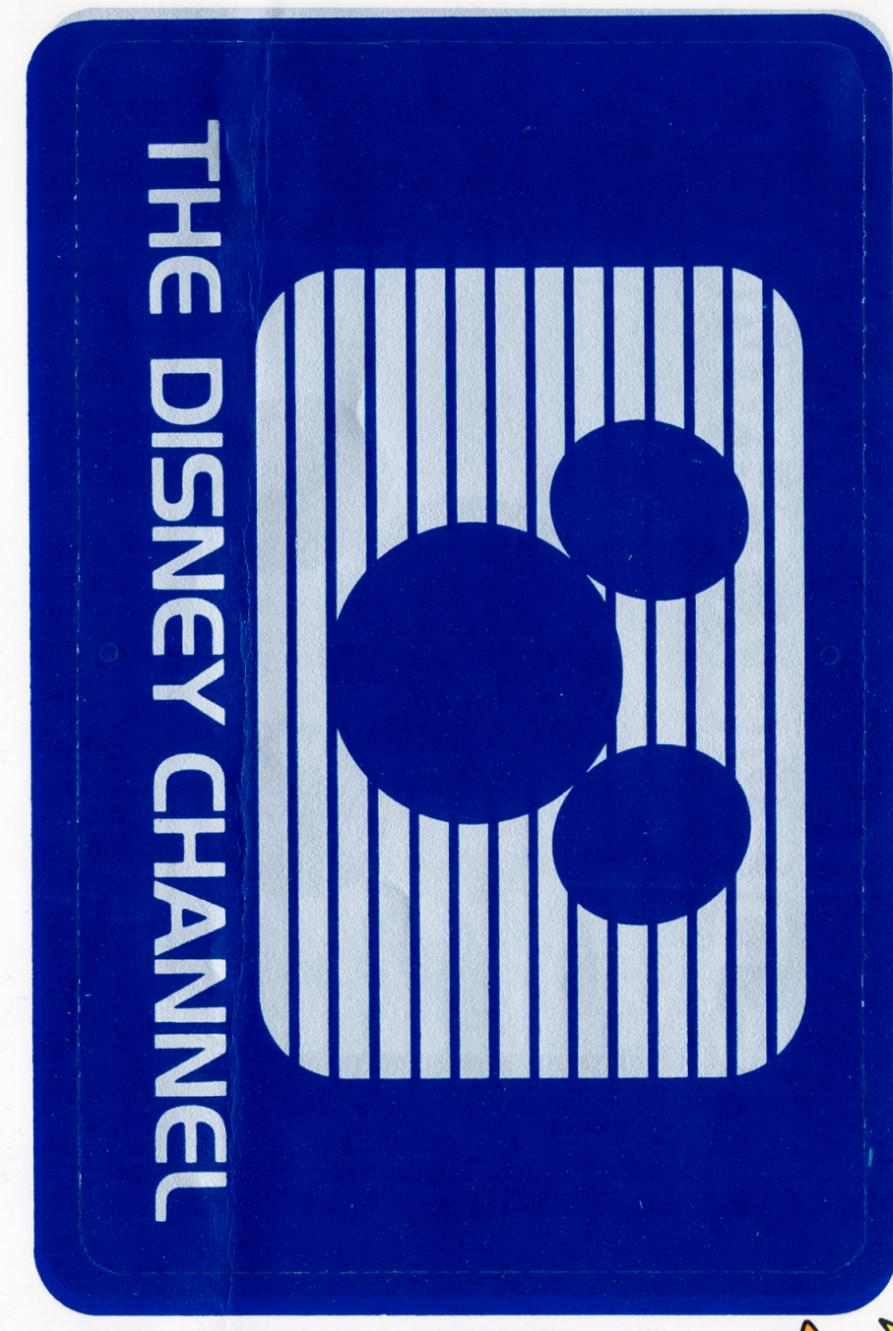
THESE ARE YOUR
TRON
GAME
 IDENTITY DISCS (GAME MARKERS)
 AND SPINNER



**WATCH TRON
 THEN PLAY
 THE GAME!**
 (Game board on
 pages 20 & 21)

Dates and times for TRON
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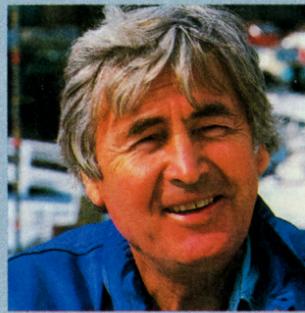
LOOK FOR MORE
 FUN-FILLED THINGS TO DO
 BEGINNING ON PAGE 18 OF
 THE DISNEY CHANNEL
 MAGAZINE.



DETACH HERE

15	16	17	18	19	20	21
5:00 Smoke, p. 9 7:00 Epcot Mag., Wknd. Ed., pp. 8, 27 8:00 The Secret Life of Plants, p. 11 3:00 Smoke, p. 9 3:30 Mickey Mouse Club, p. 12 4:00 New! Animal World, pp. 8, 25, 28 4:30 The Scheme of Things, p. 10 5:00 Epcot Mag., Eve. Ed., pp. 8, 27 5:30 Zorro, p. 8 6:00 Moochie, p. 10 7:30 Mousepiece Theater, p. 11 8:00 Child of Glass, p. 13	2:30 You and Me, Kid, pp. 7, 26 3:00 Wish Upon a Star, pp. 10, 22 3:30 Mickey Mouse Club, p. 12 4:00 New! Animal World, pp. 8, 25, 28 4:30 The Scheme of Things, p. 10 5:00 Epcot Mag., Eve. Ed., pp. 8, 27 5:30 Zorro, p. 8 6:00 Brontosaurus, p. 12 7:30 Mousepiece Theater, p. 11 8:00 Smoke, p. 9	3:00 Contraction, p. 9 3:30 Mickey Mouse Club, p. 12 4:00 New! Animal World, pp. 8, 25, 28 4:30 The Scheme of Things, p. 10 5:00 Epcot Mag., Eve. Ed., pp. 8, 27 5:30 Zorro, p. 8 6:00 Brontosaurus, p. 12 7:30 Mousepiece Theater, p. 11 8:00 Disney Studio Showcase, p. 13	3:00 Contraction, p. 9 3:30 Mickey Mouse Club, p. 12 4:00 New! Animal World, pp. 8, 25, 28 4:30 The Scheme of Things, p. 10 5:00 Epcot Mag., Eve. Ed., pp. 8, 27 5:30 Zorro, p. 8 6:00 Brontosaurus, p. 12 7:30 Mousepiece Theater, p. 11 8:00 Disney Studio Showcase, p. 13	3:00 Contraction, p. 9 3:30 Mickey Mouse Club, p. 12 4:00 New! Animal World, pp. 8, 25, 28 4:30 The Scheme of Things, p. 10 5:00 Epcot Mag., Eve. Ed., pp. 8, 27 5:30 Zorro, p. 8 6:00 Brontosaurus, p. 12 7:30 Mousepiece Theater, p. 11 8:00 Disney Studio Showcase, p. 13	3:00 Contraction, p. 9 3:30 Mickey Mouse Club, p. 12 4:00 New! Animal World, pp. 8, 25, 28 4:30 The Scheme of Things, p. 10 5:00 Epcot Mag., Eve. Ed., pp. 8, 27 5:30 Zorro, p. 8 6:00 Brontosaurus, p. 12 7:30 Mousepiece Theater, p. 11 8:00 Disney Studio Showcase, p. 13	3:00 Contraction, p. 9 3:30 Mickey Mouse Club, p. 12 4:00 New! Animal World, pp. 8, 25, 28 4:30 The Scheme of Things, p. 10 5:00 Epcot Mag., Eve. Ed., pp. 8, 27 5:30 Zorro, p. 8 6:00 Brontosaurus, p. 12 7:30 Mousepiece Theater, p. 11 8:00 Disney Studio Showcase, p. 13
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FESS PARKER

Fess Parker was living in a bachelor apartment hardly large enough for himself and his guitar. 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 coon-skin cap and buckskins and carried his trusty rifle, Old Betsy, on personal appearances 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.

There's a certain charm in the air when a couple of millionaires sit down to reminisce. 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 M-G-M studios in 1935," Buddy Ebsen begins. "He had a couple of cans of cartoon films under his arm to show Louis B. Mayer. I guess he was hoping M-G-M would distribute them. I was wearing a Mickey Mouse sweatshirt, and maybe that put me on his good list."

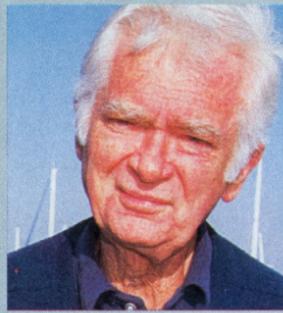
"Anyway, years later, after I was out of the service and struggling to get reestablished in Hollywood, I got a call from Walt Disney. He took me around the studio and showed me a little mechanical man they were working on. He asked if I'd do a song-and-dance on film to help them out. So they put 'Way Down Upon the Swanee River' on the playback, I did my number, 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 chopfallen 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." 🐻



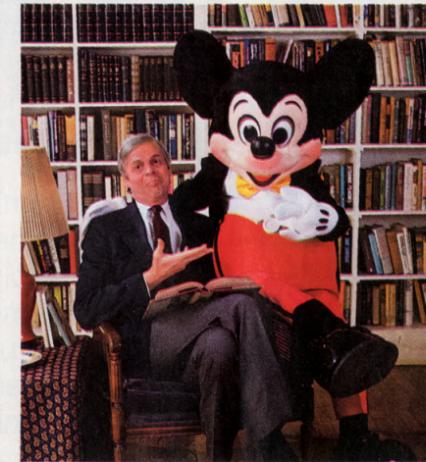
BUDDY EBSEN



GEORGE PLIMPTON

George Plimpton is known for doing those 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 his many books and magazine articles.

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



Mickey Mouse meets George Plimpton

character by assuming the rich, plummy delivery typical of such hosts, Plimpton said: "I fully realize the danger of being upstaged by the likes of Mickey Mouse,

Donald Duck and Goofy. It is a calculated risk. But I am a lifelong admirer of classical animation, so when offered the opportunity to raise the curtain on MOUSETERPIECE THEATER, I accepted with alacrity."

A handsome ex-Harvardite, 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 fireworks 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." 🐻

POOH CORNER

The problem: making a cast of storybook animal stars walk, talk, sing and act. The solution: Puppetronics.

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



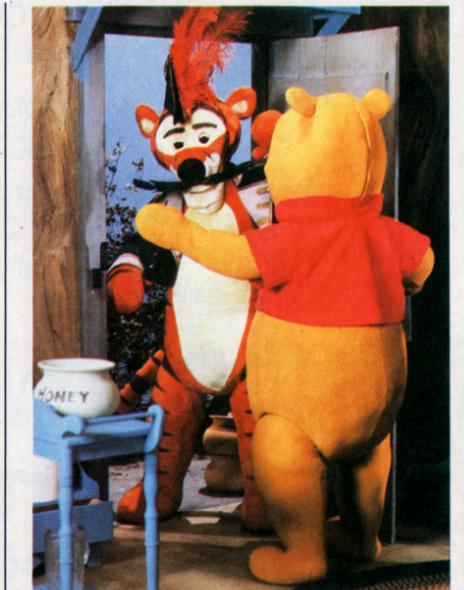
Designer costumes Pooh

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

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

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

So when it came to populating the Hundred Acre Wood where Pooh and his companions live, Fosse put his past experience as an Imagineer to work. He and his assistants made soft foam costumes of the characters, then built electronic circuitry into them. When the costumes 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 activation is called Puppetronics. And it's Puppetronics that brings Pooh and his



Puppetronic stars Tigger and Pooh

friends to life on camera.

WELCOME TO POOH CORNER blends humor, music and moral messages in enchanting storyland adventures. New songs, and a theme by the Academy Award winning brothers Richard M. and Robert B. Sherman, enliven every show. 🐻



MICKEY'S CLUBHOUSE NEWS

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 wonder 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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Watch TRON this month, then play the game.

DIRECTIONS:

1. Your Game Spinner, Game Pieces and instructions for assembling them are next to MICKEY'S MAGIC MOBILE. (Between pages 14 & 15)
2. The TRON Game Board is on pages 20 and 21.

STARTING GAME:

1. Choose a colored "Identity Disk" (game piece), and place on the START CIRCLE.
2. Each player spins the spinner. The first player to land on "Move Ahead 1" starts the game and moves his or her disk to the first space.

RULES:

1. Going clockwise, take turns spinning spinner.
2. Move the number of spaces indicated on the spinner and follow the directions on the space you land in.
3. If you land on a SHORTCUT space, you must "Ask Bit" if you can use it. (See rules on game board.)
4. If you spin an ENERGY POOL, and you are PAST the last ENERGY POOL, spin again.
5. More than one disk can be on a space at the same time.
6. First player to enter the FINISH CIRCLE wins.
7. You do not need an exact count to enter the FINISH CIRCLE.

Games Puzzles Activities Stories Games Puz

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!

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

EARLY TO BED, EARLY TO RISE, AND DON'T FORGET TO MOUSERCISE

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

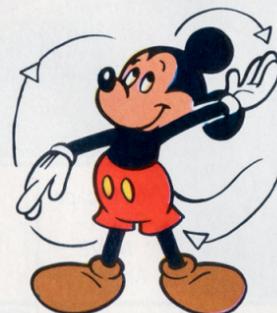
Words and Music by Beverly Bremers and Dennis Melonas

"Come on, everybody, and MOUSERCISE. Let the music move you 'Til you're carried away. Keep your body moving, Feel your spirits rise. Do it every night and day.

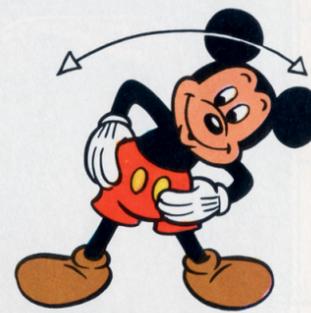
You can jump, you can shake it, Anything you make it, Whatever you feel is right. Come on, everybody, and MOUSERCISE, Mickey's MOUSERCISE."

©1981 Walt Disney Music Company

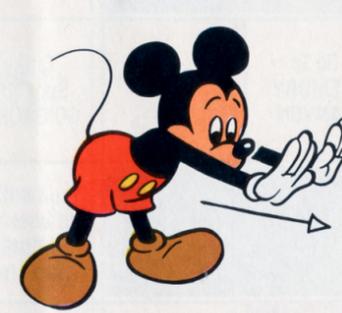
TUNE IN TO MOUSERCISE EVERY MORNING AND JOIN THE FUN!



1. Backstroke.



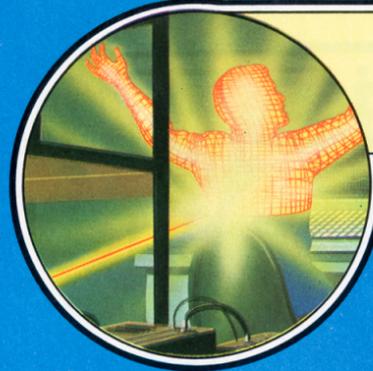
2. Lean from side to side.



3. Like toe-touches only out in front of you.



4. March. Then double time.



START

Shortcut—
ASK BIT

MOVE
AHEAD 1

You Win
Ring Game—
TAKE
ANOTHER
TURN

**ENERGY
POOL**

MCP
Blows Up—
MOVE
AHEAD 2

Trade
Places with
Person in
Last Place

Lost in
Computer—
GO BACK 1

TAKE
ANOTHER
TURN

Shortcut—
ASK BIT

GO BACK
TO MCP



FINISH

You Defeat
Sark—
MOVE
AHEAD 2

MOVE
AHEAD 1

Shortcut—
ASK BIT

Sark
is Angry—
GO BACK 1

MOVE AHEAD
TO
SHORTCUT

TAKE
ANOTHER
TURN

**ENERGY
POOL**



**ENERGY
POOL**

GO TO MCP

Grid Bugs
Attack—
GO BACK 1

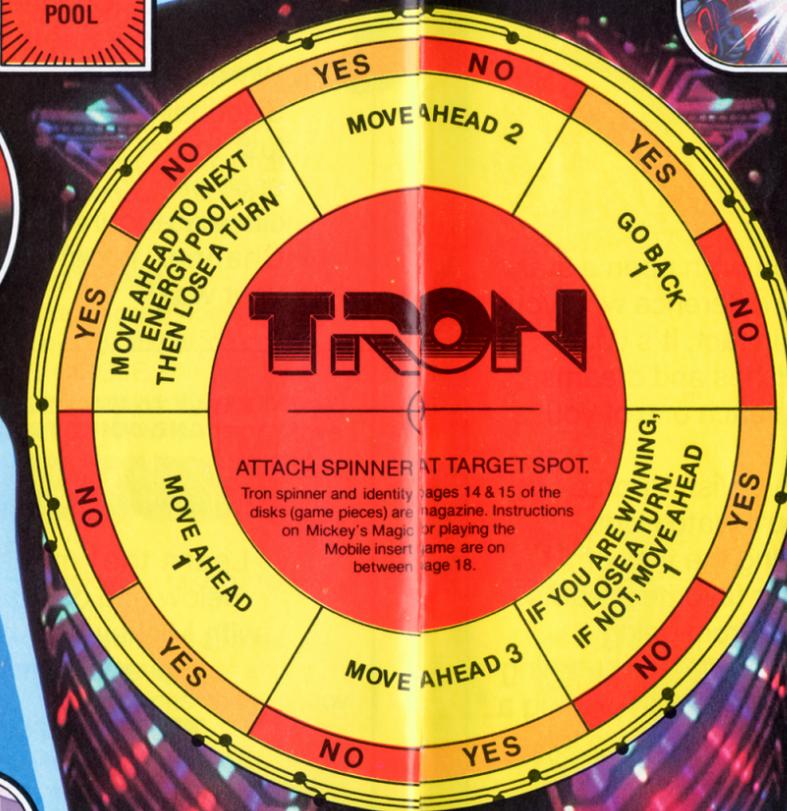
You Outrace
Sark— MOVE
AHEAD 1



LIGHT
CYCLE
GAME

Go To
LIGHT
CYCLE
GAME

LOSE
A TURN



TRON

ATTACH SPINNER AT TARGET SPOT.

Tron spinner and identity pages 14 & 15 of the disks (game pieces) are in magazine. Instructions on Mickey's Magic for playing the Mobile insert game are on between page 18.

**ENERGY
POOL**

GO TO MCP

Grid Bugs
Attack—
GO BACK 1

**SOLAR
SAILER**



MOVE
AHEAD 1

Shortcut—
ASK BIT

Sark's Men
Attack—
LOSE
A TURN

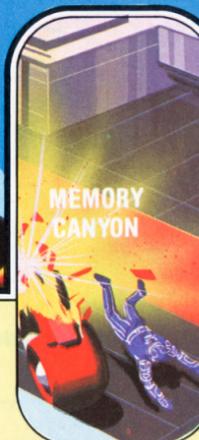
HOW TO ASK BIT



Since Bit is a computer bit, he can only say Yes or No. Spin the spinner and read the outside ring. If Bit says "Yes," on your next turn you may take the shortcut. If Bit says "No," on your next turn you must go the long way around.

**ENERGY
POOL**

TAKE
ANOTHER
TURN



MEMORY
CANYON

Go To
MEMORY
CANYON

Tanks
Spot You
GO BACK 1

You Contact
a User—
MOVE
AHEAD 1

You Escape
Tanks—
MOVE
AHEAD 1

Go To
I/O TOWER

Blasted!
GO BACK TO
MEMORY
CANYON

You Find A
Recognizer
Ship—TAKE
ANOTHER
TURN



I/O TOWER

Trade
Places with
Person in
the Lead

Go To
SOLAR
SAILER

MOVE
AHEAD 1



You can be a COMPUTER WIZARD

WATCH
"COMPUTERS ARE PEOPLE TOO"
ON THE DISNEY CHANNEL, April 30, May 8, 24.

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!

Data Quiz

Watch "Computers Are People Too" then 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!

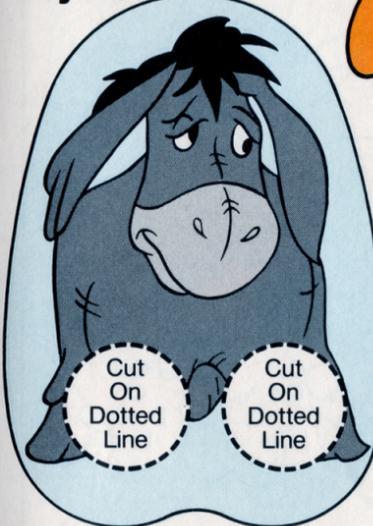
Send your letters to:
WISH UPON A STAR
P.O. Box 950
Hollywood, CA 90028



Welcome To Pooh Corner

Use these finger puppets every day to act out the wonderful adventures you watch on WELCOME TO POOH CORNER.

Eeyore

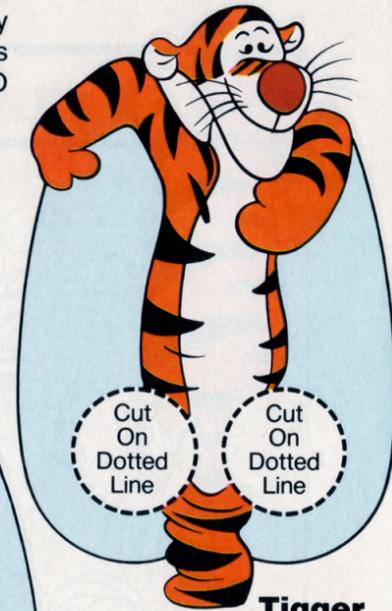


Winnie the Pooh

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!



Rabbit

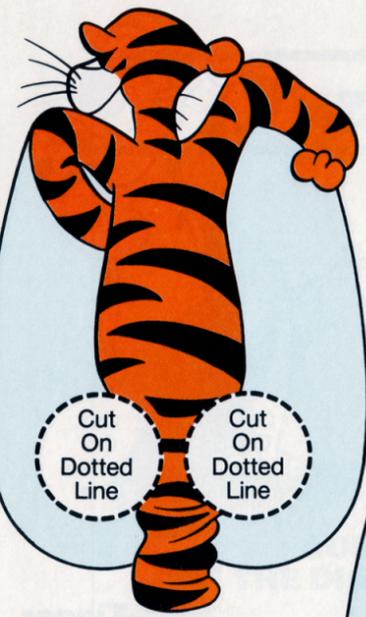


Tigger



Here's how to make Donald move . . . and fast! Cut out each of the pictures on the dotted lines. Arrange in numerical order (1, 2, 3 etc.). Staple or tape on the left side, then flip pages with your thumb (as shown).

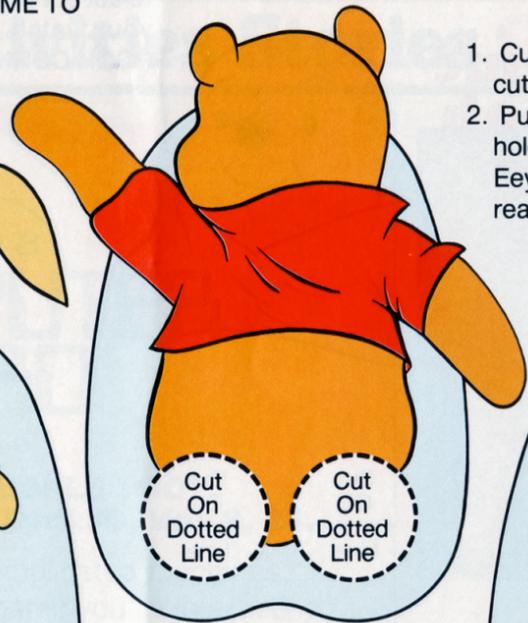
Use these finger puppets every day to act out the wonderful adventures you watch on WELCOME TO POOH CORNER.



Tigger



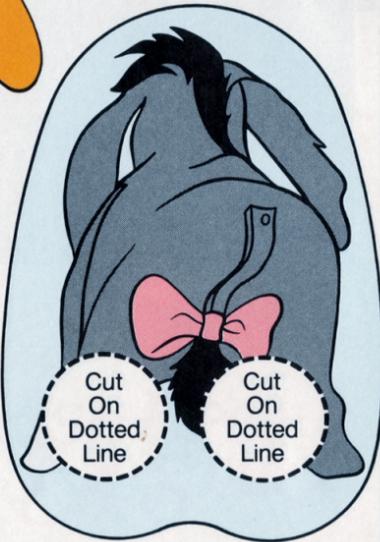
Rabbit



Winnie the Pooh

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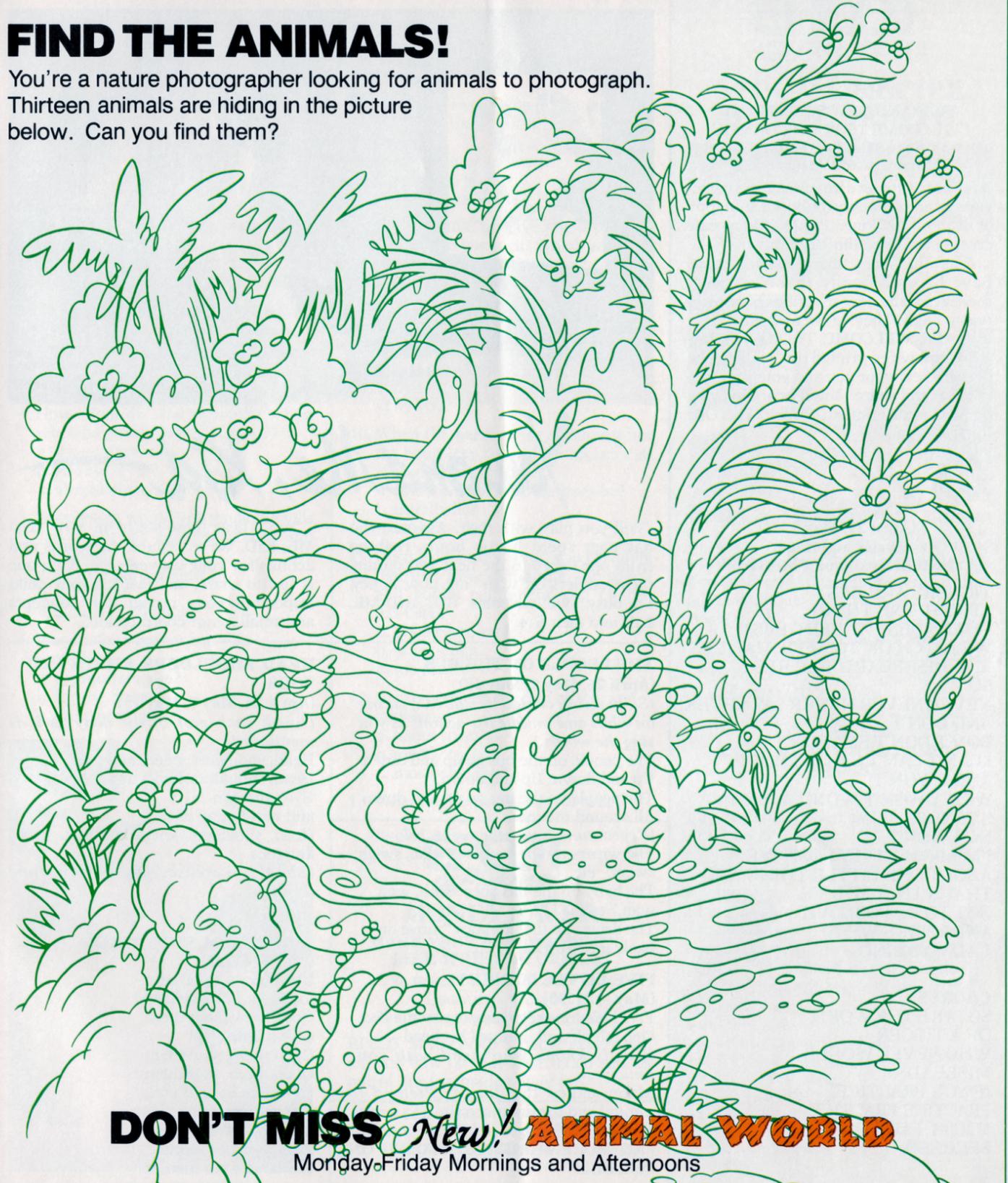
Eeyore



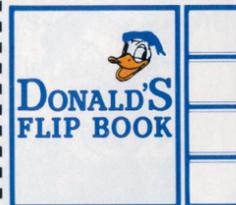
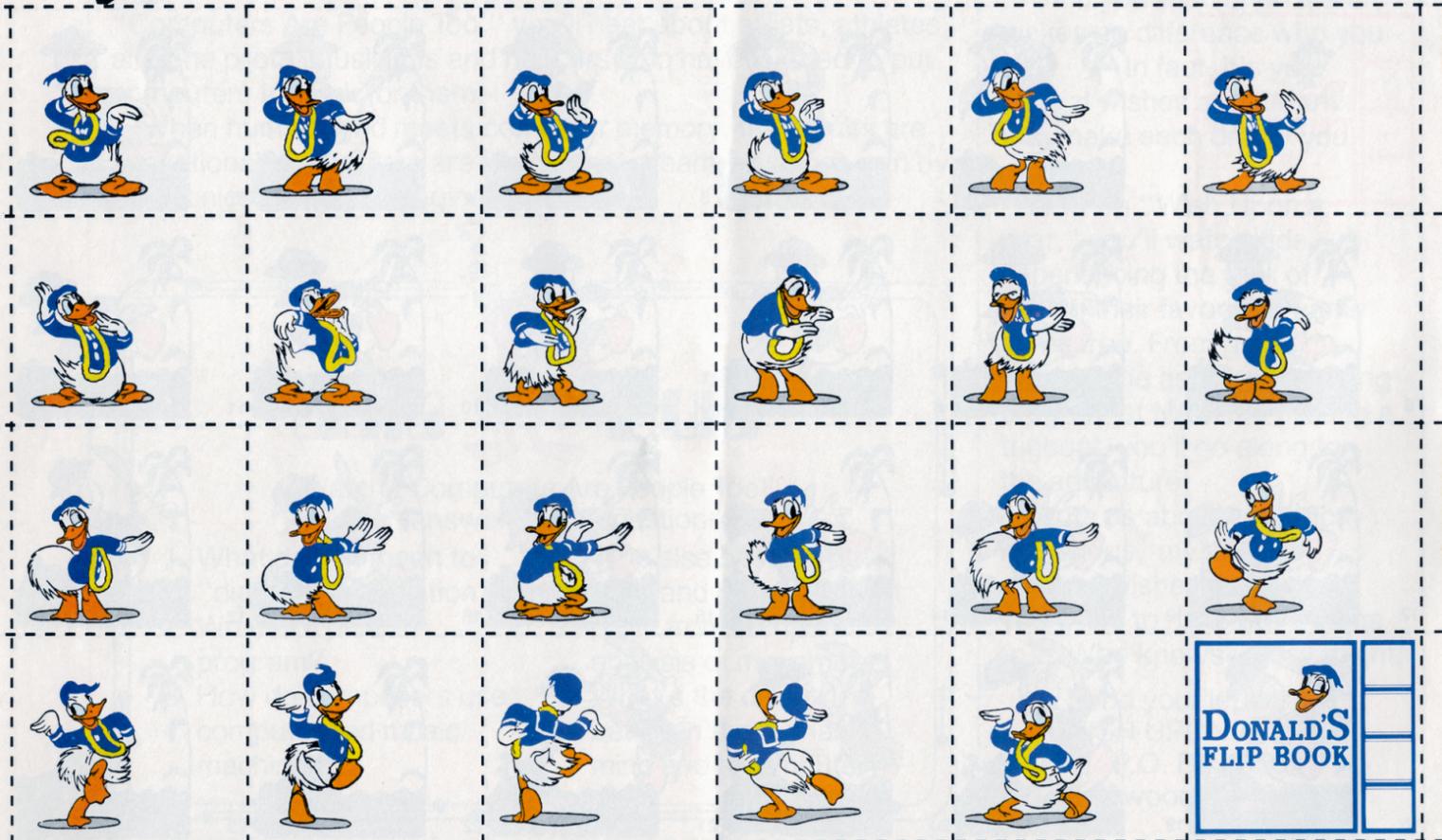
Games Puzzles Activities Stories Games Puz

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



24 Here's how to make Donald move... and fast! Cut out each of the pictures on the dotted lines. Staple or tape on the right side, then flip pages with your thumb (as shown).



VIEWER PARTICIPATION

THE FAMILY THAT SINGS TOGETHER...

A BRAND NEW SONG FROM "WELCOME TO POOH CORNER"
Seen Monday-Friday Mornings and Afternoons

Ever notice that it's impossible to sing together and stay angry (or bored, unhappy or crabby) for long? Pretty soon a smile creeps in on even the saddest face.

Over the years, many Disney songs have become family favorites. Now there are some new selections for everyone to enjoy. They've been written especially for WELCOME TO POOH CORNER, and we've printed the lyrics to one of them below for you and your children to learn and share. You'll hear the song in the episode entitled "Rabbit Wins One for the Tigger."

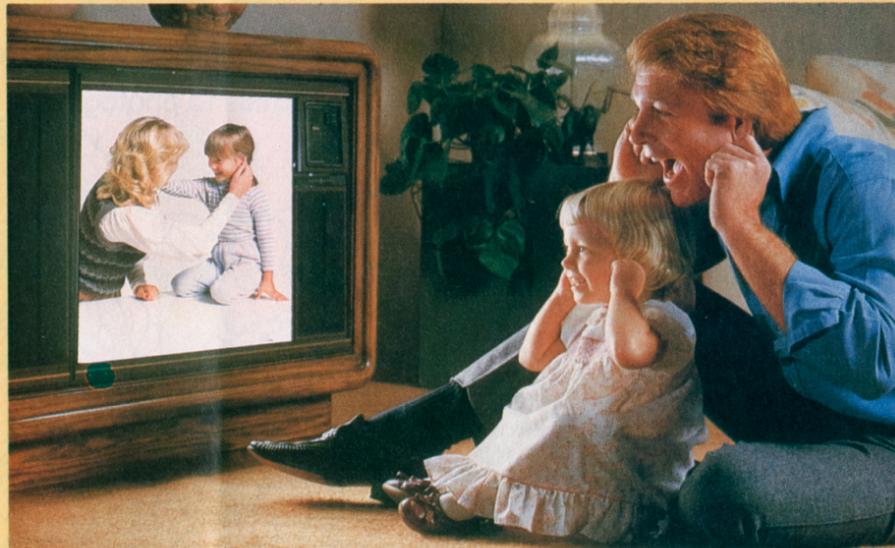
NEVER NEVER NEVER SAY NEVER

(April 29, May 9, 31)
Lyrics and music

by Will Ryan and Phil Baron

TIGGERS ARE BEST
AT JUST ONE THING
THAT'S BEST AT BEIN' BEST!
WE LATCH ON TO AFFIRMATIVES
AND DISREGARD THE REST
SO . . .
NEVER NEVER NEVER SAY NEVER
AND DON'T
DON'T DON'T SAY DON'T
I CAN'T CAN'T CAN'T SAY CAN'T
AND I WON'T
WON'T WON'T WON'T WON'T
SAY NOPE.
NO I WON'T.
I'M ABSOLUTELY POSITIVE
ABOUT ONE LITTLE THING AND
THAT'S THAT YOU'VE
GOT TO BE POSITIVE
AND THAT'S WHY
I ALWAYS SING

CHORUS
SOTAKE THE WORD
OF A TIGGER
WHO NEVER WOULD
MISLEAD
IF YOU PRACTICE
PRACTICE PRACTICE
YOU'LL FAIL TO NOT
SUCCEED!



You and Me, Kid

"Will you play with me?" Anyone who has ever spent hectic hours rushing from one chore to the next and putting their toddlers off with "not now, honey, I'm busy," will welcome YOU AND ME, KID into their lives.

You'll hear these songs on YOU AND ME, KID. We've printed the words and actions for your convenience. Each one is fun to share, and teaches your child important body recognition concepts and small motor coordination.

THE PEOPLE ON THE BUS

(April 26, May 7, May 18)

(Sit in a row, or side by side as if riding on a bus and imitate the actions as you sing the words.)

The people on the bus go up and down
Up and down, Up and down.

The people on the bus go up and down
All around the town.

(Repeat tune, using the verses below:)

The wipers on the bus go "swish, swish, swish," etc. . . .

The baby on the bus goes "wah, wah, wah," etc. . . .

The driver on the bus goes "move on back, move on back" etc. . . .

FIVE LITTLE MONKEYS

(May 4, 21, 30)

Five little monkeys jumping on the bed
One fell off and bumped his head
(Gently knock your head with your knuckles)

Mama called the doctor (Pretend to phone) and the doctor said,
(Louder, with finger in 'tsk tsk' position)
"NO MORE MONKEYS JUMPING ON THE BED!"

HEAD, SHOULDERS, KNEES AND TOES

(April 26, May 7, May 18)

(Touch each part of the body as it is mentioned)

Head, shoulders, knees and toes
Head, shoulders, knees and toes

Eyes and ears
and mouth and nose

Head, shoulders, knees and toes, knees and toes.

(Slowly increase speed each time through)

OPEN THEM, SHUT THEM

(May 3, 14, 25)

Open them, shut them
(open and close fingers)

Open them, shut them
Give a little clap!

Open them, shut them
Open them, shut them

Lay them in your lap.
Creep them, creep them

Right up to your chin.
Open up your mouth,

But do not put them in!

VIEWER PARTICIPATION

HOW STRONG IS YOUR MARRIAGE?

BY DR. JOYCE BROTHERS

Watch EPCOT MAGAZINE on April 28 at 11:00 a.m. and Dr. Joyce Brothers will discuss answers to these questions and what you can do to improve your marriage.

- For the most part, have you spent your vacations in ways:
 - which you've both chosen?
 - he's chosen?
 - you've chosen?
- When you're bedridden with a cold, is your partner's tendency to:
 - take it in stride?
 - hover by the bedside?
 - get a little irritated?
- Do you get the money for household expenses from:
 - a joint bank account?
 - an allowance from him?
 - your own bank account?
- How often do you accompany him when he goes to buy a new suit?
 - sometimes?
 - almost never?
 - almost always?
- How much would you gauge he tells you about his business affairs and problems?
 - an average amount?
 - very little?
 - almost everything?
- Was his last present to you something:
 - to entertain you?
 - for the home?
 - quite personal?
- When the two of you dine at a restaurant, is his portion of the check usually:
 - about equal to yours?
 - less than yours?
 - more than yours?
- The last time he gave you a present, did he give you a gift which you:
 - needed but didn't expect?
 - needed and expected?
 - didn't need and didn't expect?
- When you leave on vacation is his bag usually packed:
 - by both of you?
 - by him?
 - by you?
- When the party is very pleasant but the hour very late, who suggests that it's time to start home?
 - sometimes you, sometimes he?
 - usually he?
 - usually you?
- During the past year do you privately feel that his expenditure for sports and hobby equipment and clothes has been:
 - quite reasonable?
 - not enough?
 - too much?
- Kisses between the two of you are initiated:
 - about so-so?
 - mostly by you?
 - mostly by him?
- What are his pet names for you?



EPCOT Magazine

MONEY SAVER

MAKE YOUR OWN PRODUCTS,
LIKE WRINKLE CREAM:

- 2 ounces of white lily root juice
- 1 ounce of beeswax
- 2 ounces of orange flower honey

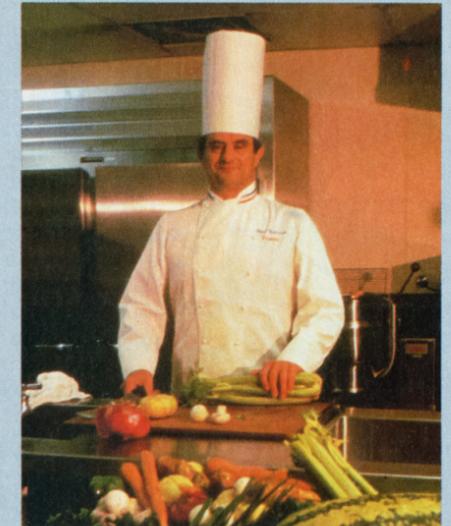
EPCOT MAGAZINE'S home expert will tell you how on May 26 at 11:00 a.m. as one of our fascinating daily tips.

ANIMALCROSTICS ANSWER:

(MASAI CREED)
"ALL LIVING THINGS SHARE IN THE RICHES OF THE EARTH EQUALLY"

EPCOT Magazine

SPECIAL RECIPE OF THE MONTH



At Les Chefs de France restaurant in Epcot Center, Paul Bocuse and other superstar French chefs present meals that are magnifique!

Bocuse, "the most influential—and possibly the best—chef in the world" according to *Newsweek*, contributes a pot-pourri of his recipes as a regular feature of EPCOT MAGAZINE.

COQ AU VIN (CHICKEN IN RED WINE) SERVES 6

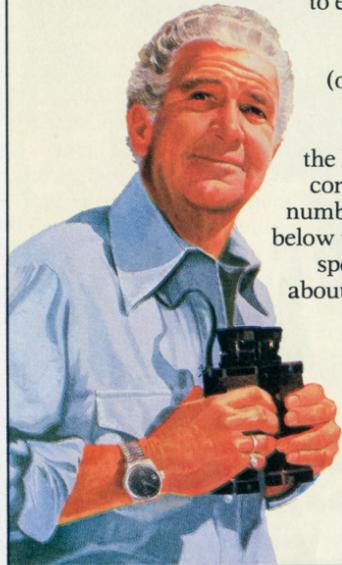
- 1 roasting chicken (4¾ lbs. to 6½ lbs.)
- 1 clove garlic, peeled and chopped
- 3 tablespoons butter
- 5¼ ounces salt pork or slab bacon, cut into pieces
- 8 baby onions
- 1 large tomato, peeled and quartered
- 1 medium carrot, peeled and quartered
- bouquet garni made with 2 sprigs thyme, ¼ bay leaf, 4 sprigs parsley, 1 stalk celery, and white of 1 leek, tied together
- 8 medium mushrooms
- 1 generous tablespoon flour
- 3 tablespoons cognac
- 1½ bottles red wine
- salt, pepper

Join Paul as he prepares his version of Coq au Vin on May 12 at 11:00 a.m. and 5:00 p.m.

VIEWER PARTICIPATION

ANIMALCROSTICS

The following clues are taken from episodes entitled "Animal Architects" (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.)



CLUES:

- Head bee. 43 44 20 25 22
- Builders of 20-foot earthen high rises. (2 wds) 1 33 19 5 28 18 13
- Life's a constant struggle for this. 40 57 26 49 7 40 37 51
- Beavers, birds and bees are all master _____. 31 44 39 6 12 6 45 47
- A dubious distinction shared by many species. 50 55 54 29 53 23 42 28 10 16
- Reptiles with plenty of teeth, but no tongue. 30 8 58 38 22 14 42 26 30 58
- A harmless, but ferocious looking desert reptile. (slang) (2 wds) 52 2 46 27 9 18 34 32 19 15
- Natural habitat—an animals _____. 24 32 55 13 48 23 32 1 58
- Reptile whose tongue is longer than its body. 11 32 49 56
- Insects' homes. (two kinds) 54 41 45 49 42 3 30 32 8

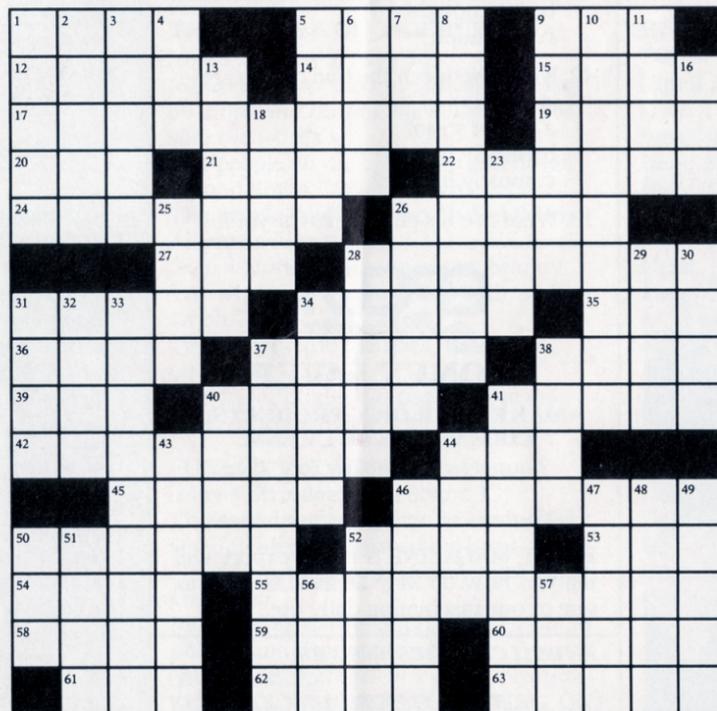
SOLUTION:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36
 37 38 39 40 41 42 43 44 45 46 47 48 (49 50 51 52 53 54 55 56 57 58)

Across

- "So ___ To My Heart"
- Desire
- Filipino native dwarf
- Stomach sore
- Part of leg to guard
- Large Egyptian river
- Disney Channel fitness program
- Celebrity
- TRON Computer part
- Fellow
- Line on pirates' ship
- "___ for man; ..."
- Harmonize
- Mauna ___
- Mouseterpiece Theater host
- Big tooth
- Vendors' transactions
- Relative of the Cheyenne
- Astringent
- WWII battle sites
- Picnic pests
- Follows Mo, precedes al
- ___ Duck
- Printed-word journalists
- Bacon and salt pork
- Mom's specialty
- Angry
- Of major importance
- Acting Lansbury
- Girl's name
- Government agency (abbr.)
- Rescue
- Creative Disney engineers
- Urge
- Dear
- Wind storms
- Naval rank (abbr.)
- Female saints (abbr.)
- Acting Spack

CROSSWORD PUZZLE



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

Down

- Flying elephant
- Carry far away
- Severe
- Thing, in law (abbr.)
- Music registry
- Partner of Dale
- Part of HRH
- Power sources
- Part of the foot
- Song named same as film
- Half a Mexican game
- Minister
- Sea bird
- Ostrich
- Weapons
- Shut hard
- Compound metal
- Partner of walsy
- Baseball Mel's
- Cape
- Atlas pages
- Breadspread
- ___ Drake
- Fence stair
- Beach ambiences
- Reckon
- What financiers do
- Yearnings
- Nourishes
- Before wrinkle
- Zoo apartments
- Rolls of film
- Pooh Corner's woods has 100
- Little lady
- Cleopatra killer
- Loki's son
- Female horse
- Mousercise pad
- Three mixed up vowels

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



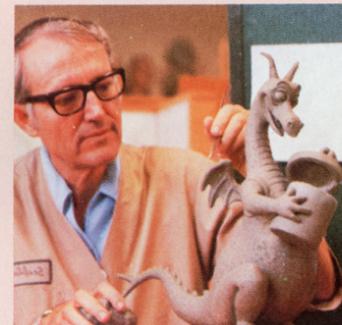
that is sometimes unpredictable, often surprising and always entertaining.

Our lighthearted 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 fairytale.

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.

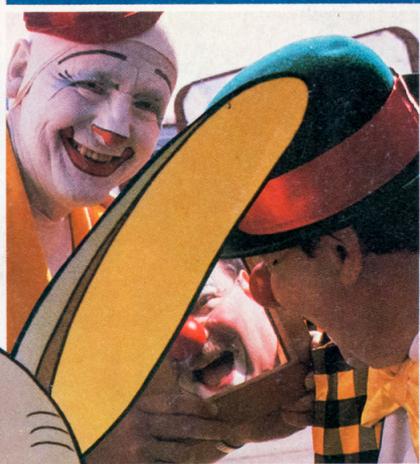


COMING TO THE DISNEY CHANNEL!

POPEYE



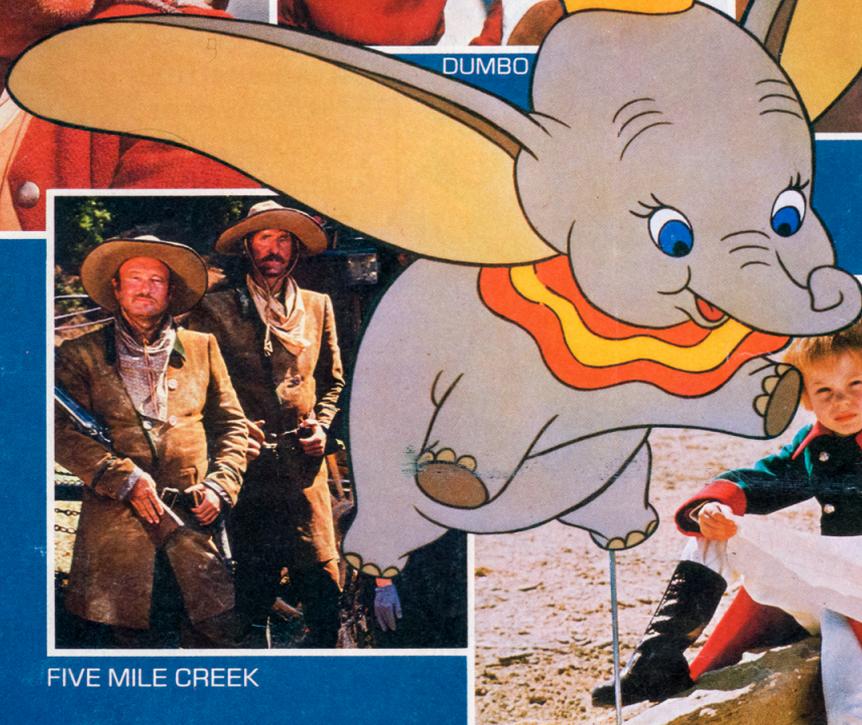
DISNEY STUDIO SHOWCASE



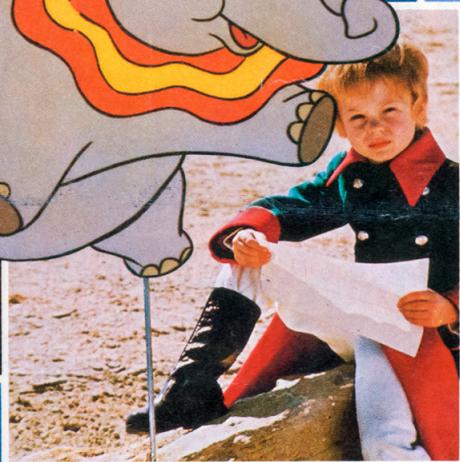
TREASURE ISLAND



DUMBO



FIVE MILE CREEK



THE LITTLE PRINCE



MARY POPPINS



THE DISNEY CHANNEL