

Chapter 15

Animal Kingdom

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- ▶ Comparing Animal Kingdom to Busch Gardens
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Disney's fourth major park combines animals, elaborate landscapes, and a handful of rides to create yet another reason why many WDW resort-goers don't venture outside this World. Much of this \$800 million park opened in 1998; its most recent land, Asia, was finished in 1999. Speaking of Asia, it will be the home of Animal Kingdom's long-awaited first thrill ride. Expected to debut in 2006, *Expedition Everest* will be a high-speed, coaster-like train ride that moves forward and backward through glaciers, waterfalls, and canyons, climaxing with an encounter with a yeti. Even with that development, some visitors (and I'm among them!) believe there isn't enough here to justify this being in the same league as other theme parks that charge \$54.75 per adult.

But don't tell that to Disney CEO Michael Eisner, who swears this park is the next best thing to going to Africa. Nonetheless, don't cancel that safari vacation yet. Animal Kingdom is a theme park — even if the exotic wildlife can move out of your view. In this chapter, I give you helpful information about Animal Kingdom and its marvels, as well as basic info for visiting the park.

Finding Helpful Services in the Kingdom

Before I trek through the jungle of attractions at Animal Kingdom, you need to know some nuts-and-bolts information about the park.

Buying tickets and making reservations

A one-day ticket costs \$54.75 for adults, \$43.75 for children 3 to 9. See Chapter 11 for other ticket options.



Tickets aren't the only thing you'll spend bucks on. You'll pay the Disney park standard of \$2 and up for a soda, \$2.50 for bottled water, \$2.60 for an ice-cream bar, and \$1.70 for a cup of coffee. If you buy a soda, note that the park doesn't provide lids or straws with its fountain drinks. They're not trying to make it difficult for you to walk around with your soda — these items are banned because in the hands of litterbugs, they can become deadly to the wildlife. Another no-no: chewing gum.

You can make **Priority Seating arrangements** (see Chapter 10 for details on call-ahead dining) at *Guest Relations* just inside the entrance, though it's best to make them in advance by calling ☎ **407-939-3463**.

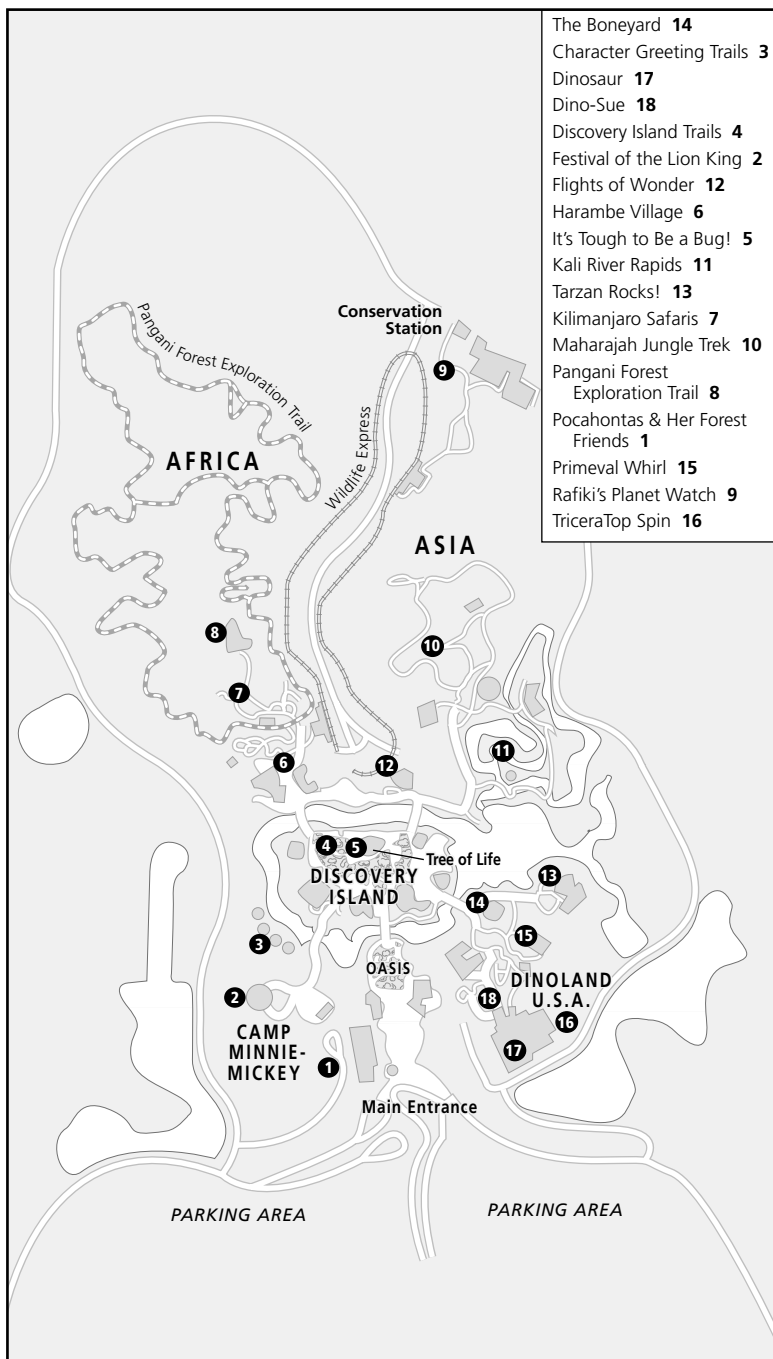
Hours at Animal Kingdom are from 8 a.m. to 5 or 6 p.m., but they're sometimes extended to 7 a.m. to 7 p.m.

Locating special services and facilities

In case you forgot to bring essential items or if you need special assistance while at the park, here's a list of services and facilities that may come in handy:

- ✔ You can find **ATMs** in Animal Kingdom near *Garden Gate Gifts* to the right of the park entrance. Cards from banks using the Cirrus, Honor, and Plus systems are accepted.
- ✔ **The Baby Care Center** is located near *Creature Comforts* on the west side of the *Tree of Life*. As in the other Disney parks, you can also find changing tables in women's restrooms and some men's rooms. You can also buy disposable diapers at *Guest Relations*.
- ✔ **Disposable cameras and film** are available throughout the park.
- ✔ **The First Aid Center**, which is staffed by registered nurses, is located near *Creature Comforts* near the *Tree of Life*.
- ✔ **Lockers** are located in *Garden Gate Gifts* to your right as you enter the park. You can also find them to the left, near *Rainforest Café*. Rent lockers for \$7 a day, plus a \$2 deposit.
- ✔ **A lost children center** is located near *Creature Comforts* near the *Tree of Life*. This area also is the site of same-day lost and found. *Kids age 7 and younger should wear name tags.*
- ✔ Shop clerks can send your **packages** (at no charge) to the front of the park at *Garden Gate Gifts*. Allow three hours for delivery. If you're staying at a Disney resort, you can have your packages shipped there, though it may take a day or two to get to your room.
- ✔ **Pet care** facilities are just outside the park entrance to the right. You can board your pet for \$6 a day (☎ **407-824-6568**). The Transportation and Ticket Center at the **Magic Kingdom** has overnight boarding available for \$11 (\$9 for Disney resort guests). Proof of vaccination is required.

Animal Kingdom



- ✓ **Rent strollers** at the *Garden Gate Gifts* shop to the right as you enter the park (\$8 for a single, \$15 for a double, including a \$1 refundable deposit). Satellite locations are also throughout the park. Ask a Disney employee to steer you in the right direction.
- ✓ **Rent wheelchairs** at the *Garden Gate Gifts* shop that's on your right as you enter the park. Rentals cost \$8, including a \$1 deposit for a standard wheelchair, and \$40 (plus a \$10 deposit) for electric carts. Ask Disney employees for other locations in the park.

You can call ☎ **407-934-7639** or visit Disney's Web site, www.disneyworld.com, to find out more about WDW properties.

Deciding between Animal Kingdom and Busch Gardens

When Disney's fourth theme park opened, it raised two questions: Is it a first-rate park worthy of the same sticker shock as Orlando's other major parks, and when does the area have too many parks?

Well, when it comes to visitor volume and diversity of things to do, **Animal Kingdom** ranks as one of the top two critter parks in Florida. **Busch Gardens** (\$53.95 per adult, \$44.95 per child entry) in Tampa is the other. Although I discuss Busch Gardens in depth in Chapter 23, I'm going to talk about it briefly here so that I can draw a few comparisons.

Animal Kingdom is as much a park for animals, a conservation venue, as it is an attraction. The short of it is that its creatures aren't as easy to see; they're given much more cover than at Busch Gardens, so when they want to avoid your probing eyes and the heat, they can. Even in high-profile areas, such as *Pangani Forest Exploration Trail*, Disney goes to great lengths to protect resident lowland gorillas, including a magnificent silverback, from prying eyes. The beautiful foliage used to create that cover also means that Animal Kingdom is a lot prettier than its Tampa rival.



Although I'm all for protecting wildlife, Animal Kingdom can do a much better job of providing shade for the only species that doesn't get much consideration in the park — the homo sapiens who paid to get in. The amount of cover given to tourists waiting in line is decidedly unimpressive. Arriving early at both parks, especially in summer, saves you the unpleasant experience of languishing under a blistering sun.



The best time to catch the animals out and about at Animal Kingdom is in the early morning just after the park opens — usually 7 or 8 a.m. (depending on the season) — or at closing as the day begins to cool. Most animals are on the prowl at those times, not at midday (especially during the summer). Busch's animals are far easier to see regardless of the time of day.

Animal Kingdom wins the battle of shows with humdingers such as *Tarzan Rocks!* and *Festival of the Lion King*. However, although Animal Kingdom has three thrill rides (and I'm being kind in calling two of them thrilling), Busch Gardens pulls ahead with five roller coasters including *Gwazi*, a set of dueling wooden coasters.

Busch is the better all-around park. New additions aside, many criticize Animal Kingdom — fairly, in my opinion — for not offering enough to justify a ticket price comparable to Busch and the other Orlando theme parks. But geographically speaking, you may not have or want a choice between the two critter parks. Animal Kingdom is located right in the center of the Orlando action, where you can find a ton of other things to do. Alas, Busch Gardens is at least a 75-minute drive or shuttle trip from O-Town, and the Tampa Bay area simply doesn't have as much to see and do unless you're into cultural centers, museums, and beaches. If you're considering a trip to the Tampa Bay area, I recommend buying a copy of *Florida For Dummies* or *Frommer's Florida* (both published by Wiley); those books have a wealth of information about attractions, accommodations, and restaurants on the state's Suncoast.

Checking Out Animal Kingdom's Top Attractions

The overall conservation theme in this state-of-the-art park is simple but not subtle. Everywhere you turn, you find an environmental message, including the park's signs and the narratives of the tour guides on rides such as *Kilimanjaro Safaris*. It's this underlying theme that connects the park's rather diverse sections, where you'll encounter everything from a dinosaur-themed thrill ride to a kid-friendly zone where Disney characters like to hang out.

Animal Kingdom, like WDW's **Magic Kingdom**, is set up on a hub-and-spoke format with Discovery Island as its hub and five other sections scattered around it. The following sections provide you with a closer look at the six lands of Animal Kingdom. You can find all the Kingdom's attractions on the "Animal Kingdom" map on page 229.

The Oasis

The Oasis is your introduction to Animal Kingdom, but a lot of folks, itching to get to the action, launch their way through it, overlooking the fact that this is one of the better places to see not-so-rare animals early in the day. The lush vegetation, streams, grottoes, and waterfalls on either side of the walkway are good places to spot wallabies, miniature deer, anteaters, sloths, iguanas, tree kangaroos, otters, and macaws. But a misty fog and the landscaping also give them room to escape your eyes whenever they choose.

Discovery Island

After you pass through *The Oasis*, you head straight into **Discovery Island**, where the park's signature icon, the *Tree of Life*, is located. *Discovery Island* is the hub of Animal Kingdom and has three attractions.

Discovery Island Trails

The *Discovery Island Trail* is another of the park's animal-viewing areas, a leisurely path through the root system of the *Tree of Life* (Animal Kingdom's 145-foot man-made tree described in detail later in this section) and a chance to see real, not-so-rare critters, such as axis deer, red kangaroos, otters, flamingos, lemurs, Galápagos tortoises, ducks, storks, and cockatoos.



The best viewing times are early or late in the day, though I'd save this one for later and head to the park's few thrill rides first.

It's Tough to Be a Bug!

Take the walkway through the *Tree of Life*'s 50-foot base, grab a pair of 3-D glasses, and settle into a sometimes creepy-crawly seat. Based on the Disney-Pixar film, *A Bug's Life*, the special effects in this multimedia adventure are pretty impressive. Although it may not be a good choice for kids younger than 4 (it's dark and loud) or bug haters, this attraction is a fun and sometimes-poignant look at life from a smaller perspective. After you put on your bug-eye glasses, all your senses are awakened by the stars, including ants, beetles, spiders, and — oh, no! — a stink bug.



Other than hating the spiders, Chelsea thought the show was “pretty neat.” The show includes some spritzes of water, blasts of air, and a foul smell when the stink bug gets its revenge. The show's finale, when the on-screen insects run amok, definitely leaves you buzzing.

Tree of Life

Like *Cinderella Castle* at the **Magic Kingdom** (see Chapter 12 for more details) and *Spaceship Earth* in **Epcot** (described in Chapter 13), the 14-story *Tree of Life* is a park icon. The man-made tree and its carved animals are the work of Disney artists, teams of which worked for more than a year on its carved, free-form animal sculptures. It isn't as tall or imposing as those other icons, but it is impressive. It has 8,000 limbs, 103,000 leaves, and 325 mammals, reptiles, amphibians, insects, birds, dinosaurs, and Miceys carved into its trunk, limbs, and roots. Different animals appear or vanish depending on the angle from which you view the *Tree*. One of the creators says he expects it to become one of the most photographed works of art in the world. (He's probably a Disney shareholder.)



Although passing up a detailed inspection of the tree as you enter the park is hard to do (it is awesomely difficult to ignore), I recommend gawking only while standing in line for *It's Tough to Be a Bug!* You have time for a more detailed look at the tree — if you so desire — on the way out.

Camp Minnie–Mickey

Youngsters love this place. It's a favorite hangout for Disney characters from the forest and jungle, including Simba from *Lion King* and Baloo from *The Jungle Book*. Mickey, Minnie, Goofy, Pluto, Donald, Daisy, and other stars also make appearances from time to time around this woody retreat, which resembles an Adirondack summer camp. In addition to the characters, this land is also home to some of Disney World's best stage shows.

Character Greeting Trails

If you're traveling with children, this attraction is a must-do. A variety of Disney characters, from Timon and Winnie the Pooh to Pluto and Donald Duck, greet you, take photos, and sign autographs. Mickey and Minnie, in recognition of their star status, get their own shaded pavilions.

Festival of the Lion King



This rousing 28-minute show at the Lion King Theater is the best in Animal Kingdom and one of the top three productions in all of Walt Disney World. The extravaganza celebrates nature's diversity with a talented, colorfully attired cast of singers, dancers, and life-size critters that lead you to an inspiring singalong. Based loosely on the animated movie, this stage show combines the pageantry of a parade with a tribal celebration. The action takes place on stage and around the audience. Even though the pavilion has 1,000 seats, arriving at least 20 minutes early is best.

Pocahontas and Her Forest Friends



The wait to see *Pocahontas and Her Forest Friends* can be nightmarish, and the 15-minute show isn't close to the caliber of *Festival of the Lion King* and *Tarzan Rocks!* In this presentation, Pocahontas, Grandmother Willow, and some forest creatures (a raccoon, turkey, porcupine, rat, and more) hammer home the importance of treating nature with respect. If you must go, go early. The theater has a mere 350 seats, but standing-room crowds are admitted.

Africa

Enter through the town of Harambe, which means "coming together" in Swahili. This area of the **Africa** section is a re-creation of an African coastal village poised on the edge of the 21st century. Costumed employees greet you as you enter the buildings. The whitewashed structures, built of coral stone and thatched with reed brought from Africa, surround a central marketplace that's rich with local wares and colors. After passing through the town, various trails lead you to Africa's other rides and attractions.

Kilimanjaro Safaris



This attraction is one of the few rides and the best animal-viewing venue in the kingdom. But remember: The animals are scarce during the middle of the day, especially in the heat of summer.



You can wait 45 minutes or more in line at this attraction. Yes, using FASTPASS (see Chapter 11) is an option, but it virtually eliminates the chance of riding during the best viewing times. My advice: Skip FASTPASS, get to the park at the opening bell, and go straight to this ride. If you aren't a morning person, your next best shot is to get a FASTPASS that lets you ride as close to the park's closing as you can get.

After you reach the end of the line, you board a very large truck and then set off on a bouncy ride through what pretends to be an African landscape. (The animals, however, are quite real.) Animals in the *Safari* include black rhinos, hippos, antelopes, Nile crocodiles, zebras, wildebeests, and lions that, if your timing is right, may offer a half-hearted roar toward some gazelles that are safely out of reach. Predictably, the theme is heavy on the conservation front. There's even a little drama — this, after all, is a theme park ride — as you and your mates help catch some poachers.



"Better than walking through a zoo and it was cool getting so close to some of the animals without cages." I agree with Jeff — I had several giraffe practically within arms length at one point in our ride. Fun for the whole family.



Though everyone gets a good view when the animals are out, shutterbugs may get a few more photos when sitting on the left side of their row.

Pangani Falls Exploration Trail

You can get a good look at hippos, mole rats, and African birds on the *Pangani Falls Exploration Trail*, but lowland gorillas are the main feature. The trail has two gorilla-related areas: One is home to a family comprised of a 500-pound silverback, his ladies, and kids; the other has five bachelors. Most people tend to rush through the trails, missing out on the chance to see the giant apes, and the animals are not always cooperative, especially in hot weather when they tend to spend most of the day in shady areas out of view. But visitors who have good timing or who make return visits are truly rewarded with up-close views (through Plexiglas) of these magnificent creatures. A new *Endangered Animal Rehabilitation Centre* that includes Colobus and Mona monkeys is one of the latest additions to the trail.

Rafiki's Planet Watch

This area of Africa includes *Conservation Station*, which offers a behind-the-scenes look at how Disney cares for animals inside the park as you walk past a series of nurseries and veterinary stations. The problem is that these facilities need staff members present to make them interesting

and that isn't always the case. *Affection Section* gives you a chance to cuddle some friendly animals (including goats and potbellied pigs), while *Habitat Habit!* has a trail that's home to some smaller animals, such as cotton-topped tamarins.

Asia

Disney's Imagineers outdid themselves in creating the mythical kingdom of *Anandapur* (place of delight) in the **Asia** section of the Kingdom, with an exotic atmosphere enhanced by the crumbling ruins of an ancient village, its temples and even a maharajah's palace. The intricately painted artwork is appealing and helps make the lines in this section of the park seem to move a little faster.



Be sure to watch for (with little prior announcement) the appearance of local youngsters performing Asian dances.

Flights of Wonder

This live-animal action show has undergone several transformations since the park opened. It's a low-key break from the madness and offers a few laughs, including Groucho the African yellow-nape, who entertains the audience with his *op-parrot-ic* a cappella solos, and the just-above-your-head soaring of a Harris hawk and a Eurasian eagle owl. Other feathered stars include an American bald eagle and a crowned crane.

Kali River Rapids

Whitewater fanatics may scoff, but for a theme-park raft ride, the *Kali River Rapids* ride is pretty good — slightly better than *Congo River Rapids* at **Busch Gardens** (see Chapter 23), but not as good as *Popeye & Bluto's Bilge-Rat Barges* at **Islands of Adventure** (see Chapter 19). This ride has churning water that mimics real rapids and optical illusions that make you wonder whether you're about to go over the falls. The ride begins with a peaceful tour of lush foliage, but soon you're dipping and dripping as your tiny raft tosses and turns through the jungle. You *will* get wet (or, more precisely, soaked). The lines are long, but keep your head up and enjoy some of the marvelous art overhead and on the beautiful murals. This ride has a *38-inch height minimum*.

Maharajah Jungle Trek

Disney keeps its promise to provide up-close views of animals with this exhibit, whose setting is almost an attraction in its own right. Lush tropical foliage and bamboo grow amidst the ruins, architecture, and carvings of Nepal, India, Thailand, and Indonesia. It's some of Disney's best thematic work.

If you don't show up in the midday heat, you'll probably see Bengal tigers roaming an abandoned maharajah's palace through a thick glass barrier. Nothing but air separates you from dozens of giant fruit bats hanging in what appears to be a courtyard. Some of the bats have

wingspans of six feet. (If you have a phobia, you can bypass this, but know that the bats are harmless.) Guides are on hand to answer questions, and you also get a brochure that lists the animals you may spot; it's available on your right as you enter the attraction. (An employee will probably ask whether you'd like to recycle it as you exit.) You also have chances to see Komodo dragons, tapirs, playful gibbons, and acrobatic siamangs, whose calls have been likened to someone in the throes of pain or passion.

DinoLand U.S.A.

Located to the right or east side of *Discovery Island* as you enter, **DinoLand U.S.A.** is Disney's attempt to capitalize on the dinosaur craze inspired by *Jurassic Park* and (ugh) *Barney*. You enter beneath Olden Gate Bridge, a 40-foot-tall brachiosaurus reassembled from excavated fossils. Speaking of which, until late summer 1999, *DinoLand* had three paleontologists working on the very real skeleton of *Sue*, a monstrously big tyrannosaurus rex unearthed in the Black Hills of South Dakota in 1990. The paleontologists patched and assembled the bones here, mainly because Disney helped pay for the project. Alas, *Sue* has moved to her permanent home at The Field Museum in Chicago, but a cast replica of her 67-million-year-old bones, called *Dino-Sue* on the handout guide maps, is on display.

The Boneyard

The Boneyard is a great place for parents to catch a second wind. Kids love the play area, and there are plenty of things to wear them down a little. For example, they can slide and climb over a simulated paleontological site, and they can squeeze through the fossils and skeletons of a triceratops and a brontosaurus.



You have to be vigilant about keeping track of your kids here. *The Bone Yard* is a large area, and although Disney staff monitors them at both ends, kids play in a multilevel arena where tube slides can take them from one level to the next in a heartbeat.

Dinosaur

This ride hurls you through darkness in a CTX Rover time machine, past an array of snarling audio-animatronic dinosaurs that occasionally come off as somewhat hokey. Although I know people who like the ride better than I do, exceptional it isn't — and some kids may find the dinosaurs and darkness frightening. However, *Dinosaur* is as close as Animal Kingdom comes to a thrill ride — a twisting-turning, adventure in which you and 20 other passengers try to save the last Iguanodon on Earth from an asteroid. Evolution, nature's fragility, and potential catastrophe are the punch lines in this lip-biting, armrest-clenching ride against time. It features some very large lizards (such as a 33-foot carnotaurus, named for its favorite food — meat).



Plus-size riders may find the seats uncomfortably narrow, especially with the jerky motions of the ride.



“The dark made it more exciting and I loved all the bumps,” announced Jeff, the budding archaeologist, after he got off. Riders *must be at least 40 inches tall*. *Dinosaur* also has a list of warnings aimed at folks with neck and back ailments. If you’ve ever wondered what it feels like aboard a bucking bronco, this rough ride is probably pretty comparable.

Primeval Whirl

Sometimes criticized for being too passive, Animal Kingdom has jumped into the coaster craze, albeit with a tame one for starters. *Primeval Whirl* doesn’t have inversions. But it does have plenty of spinning action in carnival-style, rider-controlled cars that whirl by asteroids and hokey dinosaurs that pop up along the track. The ride has tight loops, short dips, and a final spin that sends you into the gaping jaws of a fossilized dinosaur. It’s basically a cross between those old carnival coasters of the ’50s and ’60s and an expanded version of the *Barnstormer* at Goofy’s Wiseacre Farm in the **Magic Kingdom** (see Chapter 12).



Though this ride was originally supposed to enlarge the park’s appeal to the kid set, *Primeval Whirl* has a *48-inch height minimum*.

Tarzan Rocks!

This 28-minute show takes place in the 1,500-seat *Theater in the Wild* and pulses with music and occasional aerial theatrics. Phil Collins’s movie soundtrack supports a cast of 27, including tumblers, dancers, and in-line skating daredevils who really get the audience into the act. (Go on, try your Tarzan yell — no one knows you here.) Costumes and music are pretty spectacular, second in Animal Kingdom only to *Festival of the Lion King* in *Camp Minnie–Mickey*. My only criticisms: The story line is pretty thin, Tarzan doesn’t appear until halfway through, and when he does, it’s clear that he’s there for eye candy more than anything, though that’s not necessarily bad . . . ahem.



Though the theater has plenty of seats, it’s best to arrive about 15 minutes before show time to ensure a good view.

TriceraTop Spin

The principle behind this kiddie favorite is pretty much the same as *The Magic Carpets of Aladdin* and *Dumbo the Flying Elephant* at **WDW’s Magic Kingdom** (see Chapter 12). In this case, cars that look like cartoon dinosaurs are attached to arms that circle a hub (out of which pops the occasional dinosaur) while moving up and down and all around. Most young children, especially those ages 2 to 6, love it. Parents loathe the long lines.

Conquering the Kingdom in One Day

The good news: Most folks can see Animal Kingdom in one day. The following itinerary is designed to be time efficient, but you can add or subtract rides and shows based on your tastes.

- ✔ Arrive a few minutes before the gates open, sometimes as early as 7 a.m. but generally around 8 a.m. (Call Disney information at ☎ 407-934-7639 or go to www.disneyworld.com for the up-to-the-minute schedule.) Many Disney characters, such as Baloo and Timon, will already be outside the gates doing meet-and-greets. Arriving early also gives you the best chance of seeing animals because they're most active in the morning air. (The next best time to see them is late in the day.) If you want to eat breakfast or dinner at the *Rainforest Café*, make Priority Seating reservations at ☎ 407-939-3463.
- ✔ The size of the park (500 acres) means a lot of travel after you pass through the gates. Don't linger in **The Oasis** area or around the *Tree of Life*; instead, head directly to the back of the park to be first in line for *Kilimanjaro Safaris*. Doing so enables you to see more animals before the temperature grows too hot and lines become monstrous. Work your way back through **Africa**, visiting *Pangani Forest Exploration Trail* and, if you have kids, take the train to *Rafiki's Planet Watch* and *Conservation Station*.
- ✔ Head to the *Tree of Life* in **Discovery Island** next for *It's Tough to Be a Bug!* (Thrill seekers may prefer to start at *Dinosaur* or *Primeval Whirl* in **DinoLand U.S.A.**, both good choices if you get there before the lines or if you use FASTPASS.) Younger kids deserve some time at *The Boneyard* and *TriceraTop Spin* in **DinoLand** as well as **Camp Minnie-Mickey**, on the other side of the park. Then see the park's two best shows, *Tarzan Rocks!* and *Festival of the Lion King*. If your time allows only one show, *Lion King* is the best choice unless you have X-Games sports fans, in which case you should definitely go with *Tarzan*.
- ✔ The *Tusker House Restaurant* in **Africa** is a fair lunch stop. See Chapter 10 for more on Animal Kingdom's dining opportunities.
- ✔ Unless you must have a bird-show fix, skip *Flights of Wonder* in **Asia**, but don't miss *Kali River Rapids* and *Maharajah Jungle Trek*. Late in the day, on your way out, look for smaller animals — iguanas, anteaters, and sloths to name a few — in the foliage at **The Oasis** and the *Discovery Island Trail*.

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