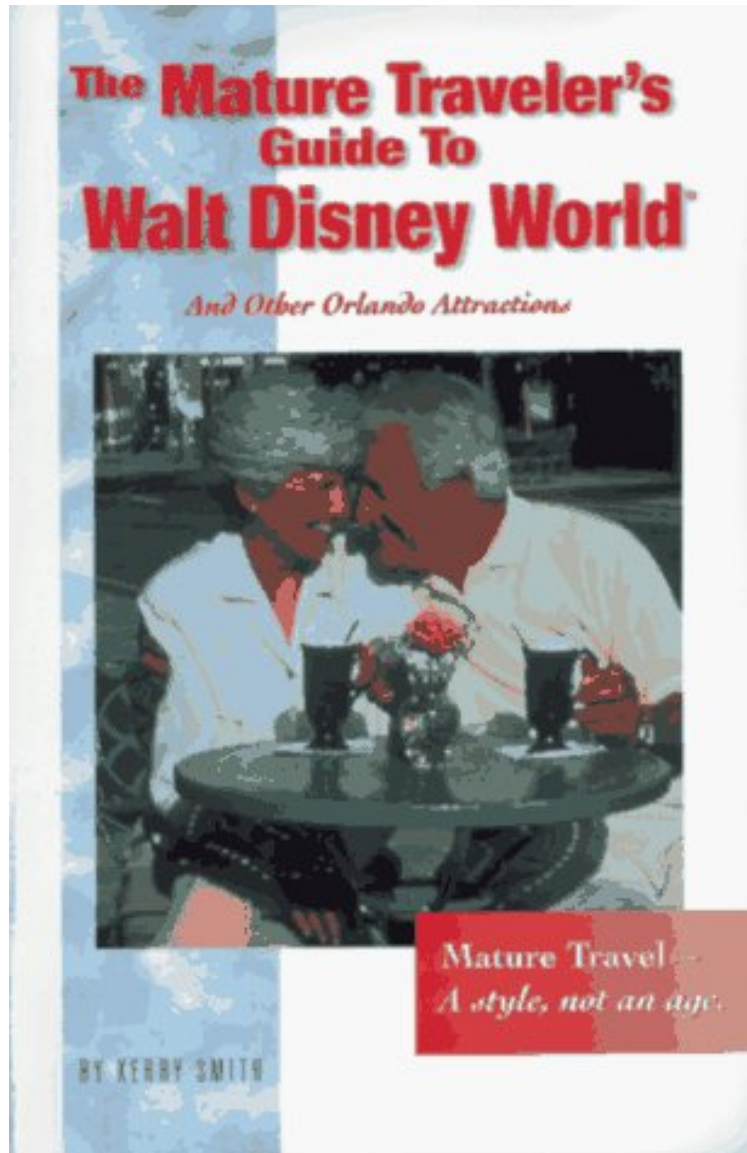


The Mature Traveler's Guide to Walt Disney World: And Other Orlando Attractions

Kerry Smith, Kerry R. Smith

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Kerry Smith, Kerry R. Smith : The Mature Traveler's Guide to Walt Disney World: And Other Orlando Attractions before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Mature Traveler's Guide to Walt Disney World: And Other Orlando Attractions:

In *The Mature Traveler's Guide to Walt Disney World and Other Orlando Attractions*, the author makes a strong case for mature touring. Specifically, he believes that mature adults have the time, money, and desire to tour properly; that today's younger adults treat a Disney vacation like a project, working as hard as they can to enjoy themselves. That see-as-much-as-you-can-every-second type of touring leaves adults tired, cranky, and needing a vacation from their vacation. Mature travelers, on the other hand, return feeling rested, enlightened, and energized. The book offers advice to people who want to pre-plan their entire trip, including in-depth advice on when to visit and, if going for more than one day, where to stay. It organizes park trips into easy-to-follow touring plans. Attractions are rated, wait times described, and movement of the vehicles outlined. Mature adults can make their own decisions on attractions: Is it worth the wait? Does it jerk me around too much? If armed with knowledge. The chapter on Disney hotels not only describes the resorts and outlines their costs, it gives the reader a feel for the atmosphere, the convenience, and the compatibility with mature touring. Because Disney themes each hotel, adults not only have to decide which property they can afford, but they also must decide which motif they prefer. Traditional mature activities like golfing, fishing, dining are also described in detail. Besides Walt Disney World, the book rates rides and attractions at Universal Studios, Sea World, Cypress Gardens, Busch Gardens, Splendid China, Church Street Station, Kennedy Space Center's Visitor's Center, and other local parks.

From the Publisher: As the Baby Boomers turn 50, the whole concept of aging will change. Kerry Smith is in the forefront of this movement and has done more than write a travel guide for over-50 adults; he's redefined the concept of aging. He has seamlessly blended the idea that we should accept the changes that occur with never stop learning or having fun. I look forward to his next endeavor *The Mature Traveler's Guide to Cruising* comes out in early 1998.

About the Author: A freelance writer and editor, Kerry Smith was working for *The Disney Magazine* and, at the same time, the editor of *Florida Retirement Lifestyles*, a nationally distributed magazine. While searching for story ideas at Epcot Center, Kerry noted that a hefty percentage of Epcot visitors were older than 50 and, at an evening concert featuring Nell Carter, the majority of the audience was mature. When he found out that no travel guide spoke to the needs of older adults, he started writing.

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Preface: Most Walt Disney World (WDW) guide books orient themselves to three types of people: a) trivia fanatics that want to know absolutely everything about WDW, b) those who don't visit often and want to make each second count even if it means running from ride to ride, or c) parents who hope for nothing more than to come out of the experience alive, with a few good family videos to show how much fun they had. This guide book is for you if: You believe a vacation should be relaxing. You want to minimize walking and explore Walt Disney World at your own pace. You understand that in one week, you can't see absolutely everything. You need guidance on resorts, restaurants, and parks. Realistically, you will see more of the WDW parks if you arrive at the crack of dawn, run from land to land, and plan each minute like a military commando. But that's not a vacation. By following these guidelines, you might see a little less, but you will leave the park feeling less exhausted and infinitely superior to visitors who base their day on a stopwatch and a good pair of running shoes. Simple touring plans move you from land to land. Out-of-the-way spots are described. You receive just enough information about an attraction to determine if you want to ride how much it moves, the age group it attracts, and any problems with boarding but without taking away the magic. Each land in the Magic Kingdom has its own flavor, from the music to the sights, smells, and even food. The same is true of the themed hotels, Epcot, and the Disney-MGM Studios. A successful Disney World vacation removes you from the real world and suspends reality. For a brief moment, you can believe in pixie dust and singing bears and haunted houses. Recognizing the mature traveler, Disney World has, for the first time, actively advertised to the adults-without-kids generation. The recently opened Boardwalk Resort was designed to attract mature guests the way Pleasure Island attracts twenty-somethings, according to a Disney publicist. Included in the hotel is a 1940's, seaside-style dance hall featuring the music of the Big Bands, playing tunes from World War II to the present, as well as a two-baby-grand piano bar and ESPN Sports Club. Disney also has special senior programs for those 55 and over, most often run during slower times. In the off-season, WDW offers savings at selected resorts, recognizing the power of a market segment that has been historically ignored. Finally, this guide describes other Central Florida attractions, from Disney competitors such as Universal Studios and Sea World, to the sights and sounds of the real Florida, the parts of the state unseen by most Orlando vacationers. It's easy to dismiss Walt Disney World as too commercial or too expensive, but Disney Imagineers (a Disney term combining engineers and imagination) created an enclave where bad things happen outside. They've done it the way they create movies, using tricks, special effects, and psychology. They manipulate your senses until you believe the impossible. Relax and enjoy the fantasy. That was Walt Disney's goal when he created the first park 40 years ago in California and, despite take-overs, multi-million dollar salaries, and controversial films, Walt Disney World still ranks as the top tourist destination in the world. This guide is unofficial, meaning the Walt Disney Company does not officially approve or disapprove of anything said. It is, however, pro-Disney. It's assumed that you want to visit Walt Disney World or you would not plan a trip. Some guides treat a Disney Vacation as a corporate rip-off and give ample suggestions on how to survive the ordeal. Here, you will be warned of potential

problems, but problems are the exception, not the rule. Today, more than ever, Walt Disney World is not just for kids.