

Dark kingdom park

Tips & Trivia If you've ever browsed any online Disney forums, you're bound to have encountered a mysterious rumored park: the Dark Kingdom. This park, almost always proposed as a 5th Disney World gate (and once in a blue moon, a 3rd Disneyland or Disney World gate (and once in a blue moon, a 3rd Disneyland or Disney World gate (and once in a blue moon, a 3rd Disneyland or Disney Kingdom on dozens of forums, and none ever trace back to any actual source. Basically, fans invented it. But even operating enough to fuel rumors and draw interest. I've seen speculation that the park's center point could be Maleficent's Lair. There are threads claiming the park would have included dark twists on every type of attraction, from a flume ride like Splash Mountain to a twisted set of teacups. I've definitely thought of some attractions I'd want to visit: a dark ride exploring Maleficent's lair a roller coaster racing through the underworld with Hades and the Shadow Man Yzma & Kronk's roller coaster...how is this not already a thing?! Source: Dailybreak However, I think this concept makes less and less sense the more you think about it. These villains come from different stories and worlds. Would each villain have their own "land"? And if so, is one character enough to sustain an entire theme? And let's say you figure out a cohesive flow to lands and attractions. How would Disney balance this park so it's still dark and exciting, without being too terrifying for kids? I completely understand why people want this project to be real. Villains rarely appear in the parks outside of Halloweentime, and it would be a breath of fresh air to have a whole park steering away from Disney's bright and cheerful brand. But if anyone tells you this project almost happened, now you know they were browsing forums! This concept never began development, never had an announcement...honestly, probably never existed outside of the collective imaginations of fans. But it is fun to imagine, isn't it? Related Photo Credit: Roberto Machado Noa LightRocket / Getty Images and Leigh Caldwell / Wikimedia Commons CC BY-SA 2.0 When one thinks of Disneyland the next word is "fun." There are Disney parks all over the world including Florida, California, Japan, France, and China. Park administrators are always coming up with new ideas to make them even better. Usually, the new ideas are successful but there are quite a few that never came to fruition. The most interesting failed plan was the Dark Kingdom proposed for Walt Disney World. (Photo Credit: Roberto Machado Noa / LightRocket / Getty Images) According to wdwinfo.com, the emphasis would have been on Disney villains such as Maleficent from Sleeping Beauty, Captain Hook from Peter Pan, Ursula from the Little Mermaid, Jafar from Aladdin, and Cruella de Vil from 101 Dalmatians. Maleficent's Castle would have been the centerpiece, with other attractions including Villain Mountain (or Bald Mountain from Fantasia) and an Ursula the Sea Witch ride. New spins on current attractions were also scheduled to be built. Where the idea started Portrait of Disney villain character Maleficent during the seasonal Halloween theme at the Disneyland Resort in Hong Kong, China. (Photo Credit: Miguel Candela / Anadolu Agency / Getty Images) The idea started in 1986 when the Cinderella Castle Mystery Tour opened at Tokyo Disneyland. The tour was based on the Sleeping Beauty Castle Tour in Disneyland, but a bit more intense. In fact, cast members were to warn visitors that what they were about to experience might be too scary. Details of the tour included portraits mutating, flying spirits, and looks into the spooky rooms of Disney's top villains. The end of the tour saw visitors "vanquishing" the Horned King from The Black Cauldron, allowing participants to leave on a high note and showcasing that engaging with Disney ideas Magician David Copperfield allows an audience participant, to select a card during his performance at the Wilbur Theatre in Boston on Oct. 2, 1984. (Photo Credit: Jim Wilson / The Boston Globe / Getty Images) Another scrapped idea was Beastly Kingdom, was envisioned to feature mythical animals from folk stories and fairy tales. Dragons, unicorns, and sea monsters would have been surrounding Dragon Tower in which guests would be treated to a roller coaster ride through the dilapidated castle. Budget cuts and layoffs of staff were some of the reasons these two attractions were never built. Wdwino.com tells us that some of the other scrapped plans included twin restaurants in New York City and Orlando. The themes were to focus on the magic of David Copperfield. Guests would have entered through a hallway set to look like a dungeon and proceed through a library before entering the dining room. Magic acts would have been performed in several places in the restaurants with the guests participating in the acts. However, the funds for building the New York City restaurant ran out, and the plans for both were discarded. A three tiered merry go round, dinosaur safari, and an Asian boat safari were also shelved, as was a Jules Verne area in Adventureland. In California, a Dick Tracy ride through 1930s Chicago, The Nightmare Before Christmas ride, and a villain ride were taken out of consideration. New resorts that never happened General view of the Millennium Falcon: Smugglers Run ride at the Star Wars: Galaxy's Edge Walt Disney World Resort Opening at Disney's Hollywood Studios on August 27, 2019 in Orlando, Florida. (Photo Credit: Gerardo Mora / Getty Images) At Walt Disney World, there were three planned resorts to be built in the early 1970s. The Venetian Resort was to be modeled after Venice, Italy and placed in the Seven Seas Lagoon. Disney's Asian Resort would have been built to specifications given by the Iranians of authentic ancient Persian buildings. The oil shortage in 1973 canceled these plans. New theme parks that were considered include Walt Disney's Riverfront Square which was to be built in 1963 in St. Louis, Missouri, and would have included a Lewis and Clark adventure; Disney's America, a patriotic themed park to be built in Haymarket, Virginia; Tokyo DisneySea, a winter snow and ice theme park; and Jolly Old England, designed to make guests feel as if they were in 1900s England. Read another story from us: Disney-Themed House With Mickey Mouse Shaped Pools Up For Sale Some of the newer attractions to the Florida Disneyland include a Metroville city block based on The Incredibles, the Star Wars Galaxy's Edge themed area, and the Millennium Falcon: Smuggler's Run ride, which has guests piloting the Millennium Falcon in a chosen mission that ends differently for each person depending on their actions during the mission. Ian Harvey is one of the authors writing for The Vintage News Photo Credit: Roberto Machado Noa / LightRocket / Getty Images and Leigh Caldwell / Wikimedia Commons CC BY-SA 2.0 When one thinks of Disneyland the next word is "fun." There are the authors writing for The Vintage News Photo Credit: Roberto Machado Noa / LightRocket / Getty Images and Leigh Caldwell / Wikimedia Commons CC BY-SA 2.0 When one thinks of Disneyland the next word is "fun." There are the authors writing for The Vintage News Photo Credit: Roberto Machado Noa / LightRocket / Getty Images and Leigh Caldwell / Wikimedia Commons CC BY-SA 2.0 When one thinks of Disneyland the next word is "fun." There are the authors writing for The Vintage News Photo Credit: Roberto Machado Noa / LightRocket / Getty Images and Leigh Caldwell / Wikimedia Commons CC BY-SA 2.0 When one thinks of Disneyland the next word is "fun." Disney parks all over the world including Florida, California, Japan, France, and China. 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Ian Harvey is one of the authors writing for The Vintage News Every few years, amazing concept art is released, based on a rumored Villain park, Disney's Dark Kingdom. The rumor of the park has been around for a long time. Imagineers credit the formation of the idea with the opening of Cinderella's Castle Mystery Tour, at Tokyo Disneyland, in 1986. The walk through attraction was the first Villain spotlight seen at the parks. It highlighted Chernabog, Lady Tremaine, Stromboli, Maleficent, The Evil Queen and The Horned King in an attempt to "kill" the park guests. The ride was closed in 2006 because it was deemed too frightening, but its popularity spurred rumors that Disney was planning on opening a theme park based on the Disney Willains. and Greet and The Many Adventures of Winnie the Pooh were discovered. One of the original rides suggested for this space was Villains, ending with a pop out of Chernabog, and a downhill splash. Although it was just a concept, it made theme park goers hopeful that Disney did in fact have plans for a villain theme park. Source: Disney Then, when Disney's California Adventure opened its attraction, Blue Sky Cellar, plans were unveiled for a possible redo of the California Screamin' Roller Coaster, based on the Disney Villains. The plan was to make the ride the center of an area of the park called Villain Village. Again, the plans never got to come to fruition, but it showed fans that Villains were on Disney's mind. The urban legend of the Dark Kingdom isn't something Disney has completely ignored. In fact, the plans for Villain Mountain were edited to create Expedition Everest, and Disney Sind. The urban legend of the Dark Kingdom isn't something Disney has completely ignored. ticketed event at the parks. If Disney decides to open up a new park someday, the popularity of the original Disney Villains may make Disney's Dark Kingdom a reality. Source: Disney "Anyone know what will come of The Villains Park (Dark Kingdom) concepts?" About a decade ago, a Disney fan hoping for updates about a supposed all-villains theme park that Disney would nestle alongside its other properties in Central Florida posted that inquiry to Reddit. In response, someone linked to an equally vague post on the WDW Info webpage about Disney parks that were never built. More posts have been popping up, fueling the mystery, and some fans have taken to TikTok to fantasize about what such a park might look like. Again and again the concept of a Dark Kingdom park has been reiterated, and again and again the response has attracted believers and skeptics alike. Round and round the discussion goes, like the Mad Tea Cups and Dumbo the Flying Elephant rides at Disneyland. Every post devoted to the Dark Kingdom features the same basic skeleton: Disney had (or has?) plans to carve out part of its Walt Disney World complex and hand it to the brand's rogues gallery. Instead of being relegated to the parks' Halloween celebrations, villains like Ursula, Captain Hook, Maleficent, Gaston, the Evil Queen, and even Oogie Boogie from The Nightmare Before Christmas would get their chance to shine year-round in ghoulish shows and attractions. Except that this park never existed—not even in some rough conceptual form. As Disney historian Jim Hill told me, "The idea of the Dark Kingdom seems to have basically come from the internet, with no basis on anything concrete." Or, as one former Imagineer familiar with actual proposed projects and the online rumors puts it, "An entirely villains-centered park is complete bullshit."The story of the Dark Kingdom isn't unfounded, instead the unlikely synthesis of hearsay, years of disparate (and wholly unrelated) projects, snowballing half-truths, wispy rumors, an aggressive consumer product line that's captured the imagination of acolytes, and Disney's inability to formally comment on park plans. And the legend's origin traces back to a single day in Disneyland | Flickr/Cory DentonThe freedom to be villainousTokyo Disneyland, Disney's first international theme park, opened on April 15, 1983 and swiftly established itself as something different than its California namesake. While largely designed by Walt Disney Imagineering, the secretive group of engineers, artists, and technicians that work out of a rambling collection of buildings in Glendale, California, Tokyo Disneyland wasn't technically owned by the Walt Disney Company, but by Oriental Land Company, a Japanese conglomerate of hotels, transportation outfits, and restaurants. Under OLC, the Imagineers weren't hampered by the financial constraints or synergistic obligations that could foil ambitious projects elsewhere. Cinderella Castle Mystery Tour, which opened on July 11, 1986, was an emblem of that outside-the-box thinking. "The idea was to do a Haunted Mansion-type experience but not the Haunted Mansion," former Imagineer Mark Eades, who helped design the amazing video effects in the attraction, told me. The Mystery Tour mirrored the experience of the Sleeping Beauty Castle tour in Disneyland, but with a twist. might be too intense was just the beginning; as a cheery tour quide ushered tourists through the castle, the Magic Mirror from Snow White and the Seven Dwarfs appears, irked by the quide's disparaging remarks about villains. In a flash, the portraits on the walls mutate, turning Pinocchio's face into a painting of Stromboli. A secret passageway opens up, leading the tour (and your terrified tour guide) through a number of show scenes: the Evil Queen's laboratory (complete with poison-dipped apple); ghastly spirits; the Chernabog from the "Bald Mountain" segment of Fantasia (crowd-pleaser!); and those creepy gnomish goons from Sleeping Beauty. The Horned King in the finale of Cinderella Castle Mystery Tour | FigmentJedi/FandomAt the very end of the tour you come face-to-face with the Horned King, the big bad from The Black Cauldron, the notorious animated flop that had been released in America less than a year before the Japanese Mystery Tour | FigmentJedi/FandomAt the very end of the more sophisticated figures in existence, and visitors used light swords to "vanguish" him, a welcome lesson that good ultimately conquers evil. Cinderella Castle Mystery Mansion also taught park-goers that spending time with the Disney villains could be really, really fun. Clearly, someone at the company noticed. The Evil Queen at Villain's Lair | Photo courtesy of Britt DietzBringing the evil statesideThe first attempt at stateside villainy came with the establishment of Fantasyland's Disney Villains shop, which opened in July of 1991 to sell merchandise from The Hunchback of Notre Dameyes, Disney dedicated prime real estate to a store exclusively hawking Quasimodo plush—but returned in 1998 as Villain's Lair. A second shop, Villains in Vogue, also opened on September 14, 1998 at Disney world. Around the same time, Disney plotted its next move for space previously occupied by Walt Disney World's 20,000 Leagues Under the Sea: Submarine Voyage, a sprawling attraction and operational nightmare that broke down for good in 1994. The open real estate put Imagineering (in California) and Walt Disney World's 20,000 Leagues Under the Sea: Submarine Voyage, a sprawling attraction and operational nightmare that broke down for good in 1994. (including a Harry Potter-themed land back when Disney had temporarily secured the theme park rights from J.K. Rowling). The two attractions eventually built in that space—a character greeting space for Ariel from The Little Mermaid and a play area themed to Winnie the Pooh—were safe options. But one rejected idea for the 20,000 Leagues space would warp the Dark Kingdom narrative forever. Villain Mountain was pitched as Magic Kingdom's second flume ride after Splash Mountain. Riding Hades' underworld boat from Hercules, guests would run into classic Disney villains before the grand finale: a run-in with a towering, Audio-Animatronic version of the winged demon Chernabog from Fantasia. A steep flume chute provided an escape route, returning the vessel to the safety of Fantasyland. The current internet rumor mill suggests that then-Disney-CEO Michael Eisner, nervously anticipating the opening of Universal Orlando's second gate, Islands of Adventure, in the summer of 1999, adored the concept. True or not, it didn't go beyond lavish concept art."[Villain Mountain] was just a concept," Said Eades. "I can't emphasize that enough. People say, 'They were going to build that,' but they have no idea. It was never more than a concept." What "Villain Mountain" might've looked like | Flickr/Rhys AAn ambitious Fantasyland expansion continued to fan Dark Kingdom rumors In 2014, Disney unveiled the Seven Dwarfs Mine Train attraction, a family-friendly roller coaster with the most state-of-the-art Audio-Animatronics ever including a truly uncanny version of Snow White's Evil Queen (in old hag guise). Another staple of the new land was a character meet-and-greet with Gaston, who could be spotted outside of a tavern that bears his name. The villains were still there, but an attraction devoted exclusively to their exploits remained out of reach. By the time that New Fantasyland opened, however, the villains had been commoditized and packaged into a single brand: Disney Consumer Products chairman Andy Mooney, who devised the official Disney Princesses line after seeing a gaggle of girls dressed in homemade costumes standing in line at a Disney on Ice show, stepped in to integrate the darker take into the public conscious. They weren't as many constraints on the brand as with the Disney Princesses (who couldn't look at one another or appear to be in the same physical location); acting rascally was part of their commercial identity. The grouping maintained core Disney Villains like the Evil Queen and Hook, alongside newer staples like Jafar and Ursula. More recently, Oogie Boogie from Tim Burton's The Nightmare Before Christmas has joined the ranks of a flood of villain merchandise, including officially licensed handbags at Hot Topic and a cavalcade of T-shirts sold in the New Orleans Square section of Disneyland. (An official Instagram account for the brand was started earlier this year.) With the audience primed, surely the all-villains park must be on the way? The answer is no, although a pair of projects in the late-2000s would certainly confuse those who desperately wanted these rumors to be true. The "Wicked Queen," a classic Disney villain | Flickr/Rossano aka Bud CareNew parks, new confusionDisney's California, opened on February 8, 2001. An odd hodgepodge of abandoned ideas from other parks like the Port Disney project in Long Beach, a proposed West Coast version of Epcot, and the failed Disney's America theme park (which was to be nestled near Washington, DC), the park was meant to celebrate the historic and cultural significance of California. This meant that there were huge tonal inconsistencies, very little Disney IP, and a clear lack of cohesive vision. Veteran Imagineer Marty Sklar, who passed away in 2017, famously said of the park: "I liked it better as a parking lot." Attendance was just as poor. Sources say that there were days when as few as 400 people waltzed through the turnstiles. By the end of 2001, more than 12.3 million people had visited Disneyland, while only 5 million visited Disney's California Adventure, a park that was literally steps away. Almost immediately, management stepped in to revamp the park. When Disney acquired Pixar in 2007, they installed John Lasseter as Imagineering's Principal Creative Advisor. One of his first orders of business was the installation of Blue Sky Cellar, a kind of three-dimensional coming attractions for events and rides headed to the park, inside Disney's California Adventure. Unveiled in the cellar was a redo of California Screamin' roller coaster, themed around the Disney Villains. Cars would zoom past giant props associated with Disney Villains: Jafar's staff, the Evil Queen's crown, and, of course, Captain Hook's hook. This retrofitted coaster would be part of a small area dubbed Villain Village that would also include an Ursula spinner (left over from another abandoned Little Mermaid project). But despite Villain Village being part of the public-facing showcase to energize California Adventure, the plans never came to fruition."That was another concept," Eades told me.Muddying the waters further is the fact that a Disney Park with a deceptively similar name to the so-called Dark Kingdom, a \$520-million project akin to Sea World Orlando's insanely popular Discovery Cove. But instead of swimming with dolphins, Night Kingdom guests would observe nocturnal predators as they went about their business. "Night Kingdom was never going to be about the villains," Hill pointed out. "Between looking at nighttime animals like hyenas and the spelunking bat caves and zip lines and all of that, it was never built around the villains." Disney themselves knew that the name was confusing and, in the months that followed, changed it a number of times before abandoning it altogether. By the end of 2008, plans for Night Kingdom fell by the wayside, in large part due to the hiccuping economy and guest surveys that suggested that people weren't all that interest in an exclusive (and expensive) nighttime-only park. Disney's Villains Unleashed | Photo courtesy of Disney ParksWhy everyone loves a villain (and the idea of a villain park) In the years that followed, Disney Villains became an even greater part of the corporation's business, even if they failed to materialize concretely in the parks. Maleficent, starring Angelina Jolie as the self-described Mistress of Evil from Sleeping Beauty, made nearly \$800 million in 2014. In 2021, the Cruella de Vil origin film starring Oscar-winner Emma Stone made \$233.5 million. On the Disney villains, was a ratings smash. The 2015 film was spun off into CGI-animated short form series, as well as two sequels. The villains continue to claim stakes in the parks, too, but in a different way than most had hoped. In 2013, a 13-hour Disney's Hollywood Studios. Guests waited for hours to get their one-on-one time with some of Disney's most fearsome foes. The following year a hard-ticket event (also called Villains Unleashed) returned to Disney's Hollywood Studios with even more evildoers, including obscure picks like Dr. Hämsterviel from Lilo & Stitch, Shan Yu from Mulan, Hector Barbossa from Pirates of the Caribbean, Bowler Hat Guy from Meet the Robinsons, and Constantine, and C Kermit the Frog's evil doppelgänger from Muppets Most Wanted. Believers clinging to the Dark Kingdom urban legend will never hear Disney dispute the rumors because, as they say, no idea totally goes away at the company. If the Villains Mountain sounded familiar, it's because that's almost the exact layout and narrative of Expedition Everest: Legend of the Forbidden Mountain, the "mountain" coaster at Disney's Animal Kingdom, which opened on April 7, 2006. Ditto the idea of a nocturnal animal experience like the Night Kingdom eventually made its way to Animal Kingdom in the form of a nighttime safari. Instead of issuing statements on what won't happen, Disney will often pivot to something that is actually in the works. During my research for this piece, a former Imagineer told me that a Marvel-only theme park was developed, five separate attractions were designed around Brad Bird's The Incredibles, and at one point a dog-friendly version of the Magic Kingdom was in the works, complete with a castle made of bones. Who knows where those concepts will turn up next or what form they might take next. Villains hanging out at Disney World | Photo courtesy of Disney works, "Hill explained. "The Dark Kingdom is a fantasy online because it's easy to build a park entirely out of rollercoasters or a place that celebrates Disney Villains. The hard reality is that since they opened Disney's Animal Kingdom, they haven't been about adding a fifth park because when they added the fourth one, it cannibalized attendance at other parks. It speaks volumes that Disney spent \$600 million [or more] on Star Wars: Galaxy's Edge, when they spent two-thirds of that to build Animal Kingdom. It's more about making what we have here work."The final nail in a Dark Kingdom coffin is Disney's current stance on antagonists: While the classics run rampant, the current movies rarely generate a new Captain Hook or Evil Queen. This largely has to do with Pixar's approach to villains. Filmmakers who have worked for the company have stated that instead of featuring villains, Pixar films feature complicated characters that sometimes make bad decisions. (It should be noted that this isn't an official stance, but looking at the Pixar filmography it's easy to see.) Walt Disney Animation Studios, now overseen by Pixar bigwig John Lasseter, adopted the thinking, too; Zootopia had backstabbing bureaucrats instead of a mustache-twirling heavy, while Moana had some narcissistic crab and a faceless volcano monster. The closest thing Frozen, the biggest Disney movie ever, has to a villain is a bad boyfriend.Not all hope is lost, however. Earlier this year, Imagineer Chris Beatty told Entertainment Weekly that they've taken fans' interest in the villains concept into account—whether or not Disney actually follows through is up in the air. Like many great legends, the Dark Kingdom is really fun in theory. Because as fun as it is to be around the villains for a few hours, it might be a drag to spend a whole day with them. "An all-villains park doesn't work because it's kind of like yin and yang. You can't have one without the other," one former Imagineer said. In other words, you can't luxuriate in the darkness without some of that quintessential Disney enthusiast and Contributing Editor at Moviefone. He has contributed to Vulture, The Playlist, Collider, and Vanity Fair. Follow him on Twitter at @DrewTailored. Credit: Disney An entire Disney Imagineer has confirmed Disney's interest in the idea, but how close are we to actually getting a Villain Park? All Images Credit: Disney lt's no exaggeration to say that Disney has created some of the most incredible and unforgettable villains in all of fiction and pop culture. From the evil queen to Dr. Facilier, the studio has crafted decades worth of immortally evil characters. The idea for an entire area dedicated to their fan following honestly should have been done years ago. Related: Marvel's Newest Villain Arrives at Avengers Campus The fanbase has practically been begging for a Disney Villain Arrives at Avengers Campus The fanbase has practically been begging for a Disney Villain Arrives at Avengers Campus The fanbase has practically been begging for a Disney Villain Park for years, and a famous urban legend about Disney's canceled "Dark Kingdom" even evolved from the depths of the web. Some fans have even speculated their ideas as to how Disney could actually pull it off. Is it finally becoming a reality? Why a Villains aren't just a collection of evil characters, they're practically the companies most underrated and underutilized franchise at this point. They have their own merchandise line, T-shirts, TV specials, and they even have their own yearly celebration during Halloween events at the Disney parks. We'd even go as far as saying that Guests flock to their favorite villains almost more than they do their favorite princess or hero. It wouldn't be unfair to say that Disney is sitting on a gold mine has material for an entire new expansion. Some might not give it the full park treatment, but an expansion off of New Fantasyland could be just the ticket to bring the villains into the Park all year long. Sinister State of Events Credit: Disney As of now, Disney's villain action is limited at best and struggling at worst. Even their animated features have been lacking a traditional antagonist. With the part still recovering from the events of the COVID-19 pandemic, Disney World. While Disneyland is absolutely rolling in characters, some days it feels like the Floridian counterpart is only working with a mixed bag. Did Disney Just Confirm a Villain-themed Park? Credit: ITM It might be early in the game, but we have reason to believe that an expansion inspired by Disney's villains is on its way to the Magic Kingdom. Disney Imagineer Chris Beatty just revealed to EW where the company stands on the matter, and signs could be pointing to yes. The Imagineer told them, "We're dreaming every day about what could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some of the amazing things that could be next at Walt Disney World. We just wanted to give you a peek at some trying to get across that spirit of creativity, of what could be next, of innovation, of the possibility of what could be is still alive and well at Disney and Imagineering..." But the big take away from the conversation was, "[The villains concept] got pretty good applause...We took note of how loud the applause was when we announced that."" At the very least, Disney has an interest. Interest is good, but can it really be considered 100% confirmation? That might still be up in the air, but Disney Park Guests could work Credit: Disney There aren't many concepts that could win the favor of Guests, Cast Members, and casual fans alike, but the idea of a Disney Villain Park certainly has merit across the board. Where Guests could get a different flavor of Disney in their vacations, Cast Members who love the characters could provide a different flavor. Related: What Happened to Disney's Villains? Not only could we soon see a Magic Kingdom expansion for the villains, but the concept could work as a park. Disney has grown since the days of the Evil Queen and Maleficent, and they are playing with more than a few different varieties of villains. Don't forget, Pixar, Marvel, and the Star Wars universe also have their sinister selection of characters, why not give them a place to call home? Credit: Disney Imagine the amount of fan-frenzy that would ensue if there was a place where Disney Park Guests could mingle with Gaston, Ernesto De La Cruz, Kylo Ren, and Loki all in one afternoon. 2022's Oogie Boogie Bash essentially laid the groundwork for the idea and proved that more villains at the Parks would be an absolute smash. So, why not welcome them in with open arms? Planned Attractions to back it up. Meet and Greets with Disney's biggest baddies would be absolutely awesome, but the concept needs something to keep Guests coming back. As previously indicated, Disney Imagineering definitely has an interest. Related: Fans Ask Disney to Make a Villains Version of Mickey's PhilharMagic For Halloween A Villains Vers bring scrapped plans like Disney's Beastly Kingdom back from the dead. Of course, making this a balance of slightly sinister and family-friendly would be a huge task for anyone. Fortunately, Disney's Imagineers aren't the only ones with an interest in the subject. @gaydisneytakes #greenscreen #thedarkkingdom #darkkingdom #darkkingdom #disneyvillains #maleficent #waltdisneyworld #disneyparks #disneyland #disney #gaydisney #cruella 5 A Night on Bald Mountain - Fritz Reiner There are dozens of TikTok videos like the one above, and many of these are actually solid concepts Disney should consider. A walkthrough attraction of famous villains, new and original Park material, and a chance to try a different direction would all be a breath of fresh air for the Disney Parks. Fans are clearly vocal about the idea, but how would this play out with an actual audience of Park-goers? Who Would This Be For? Credit: Disney A Disney Villain Park would definitely come with a bit of an edge for the studio, but it's not like that would be a bad thing. We're not wading in any Halloween Horror Nights waters here, but Disney has done something similar before. This concept, whether as a land expansion or an entire Park would need a darker side of Disney at work, and that's okay. Related: Fans Slam Latest Disney Movie, Calling It "Dark" and "Depressing" Not every little girl is going to want to go to the Bibbidi Bobbidi Bobbidi Boutique, nor is every boy going to want to join the Jedi or fly a starship, and not all parents are going to want to be surrounded by Mickey and friends at all times. A Villain Park would be a huge draw for both older audiences and parent's traveling without small children. A Disney Adult's Dream Come True! Credit: Disney Parks. While they are certainly one of the most vocal sects of the Disney fanbase, there isn't really much in the theme parks themselves meant strictly for them. A Disney Villain Park would definitely even out the playing field. Related: Disney Adults Aren't the Problem, Disney Parents Are It wouldn't be that much of a stretch to say that a majority of villain fans are above preteen age, and those Guests aren't exactly clamoring to ride Dumbo or go see Pluto. To coin a phrase from Jack Skellington, Disney may as well give them what they want. Disney Adults would hit the ground running for a villain-based Disney Park that need for more adult-oriented offerings in their Parks, they are sitting on a golden opportunity here. The Root of All Evil Credit: Walt Disney Productions It might surprise some fans to know that Maleficent's magic spells wouldn't be the only villainous force at work in this concept. The only way Disney would even consider bringing this into fruition is if it could pay itself off. Villains might do well when it comes to merchandise and movies, but would an entire expansion or a Park dedicated to them? Related: Bob Iger Drops Big Statement Over Disney Park Expansion The short answer is likely a cautious yes. The fans and regular Disney Park Guests have certainly been more than open to the idea, but the ball is in Disney's court as to whether it will happen or not. That all being said, the fact that an actual Disney Imagineer confirmed interest could be interpreted as a good omen for fans. Will Disney Actually Do a Villain Park? Credit: Disney As of now, the framework has definitely been laid for Disney to pursue this venture. The fans and Guests have spoken, there is clearly an audience for this, there practically has been since the '80s and before. The guestion is, will Disney Actually go through with it? If Chris Beatty's comments are any indication, some form of Disney Villain expansion is already in the works, but we will still have to wait a good while before progress can be gauged. Until then, all we can do is cross our fingers and hope that the Disney Villains will be doing their best to bring us their worst. Are you ready for a Disney Villain Park? Tell us at Inside the Magic in the comments below!

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