



After Dark Disneyland

Disneyland is known as the HAPPIEST place on earth...well, all that could change. The Disney villains have been plotting the take over of Disneyland for years. With Disneyland under their control, joy and happiness will cease to flow exist inside the park. This is where you come in...

Welcome to After Dark Disneyland, a 60 minute mini-adventure made up of 10 different fun tasks to complete as a family or team of friends. Remember you only have 60 minutes so you'll need to be strategic in how to get the most amount done within the 60 minutes (and not a minute more!)

Preparing for the Challenge

Preparing is easy. Simply print out the Challenge Begins page, two page list and the decoder page. Once the decoder page is printed, fold it in half so that you aren't tempted to look at it before the appropriate time. Bring the three pieces of paper with you to the park and you're all set!

The challenge actually begins in the Haunted Mansion attraction queue line. (If for some reason this attraction is closed on for the day, you may choose any other line that is particularly longer – trust us, you won't want a short line.) Once you are in line, the challenge begins...however NOT the 60 minute timer. The 60 minute timer begins the moment you exit the attraction exit queue. Also, note, the timer can only stop if you are waiting in the queue line for another attraction.

SIDE NOTE: Although the challenge can begin at any time during the day, it's highly advised to begin the After Dark Disneyland challenge after the lights come up on Main Street because...well...it will be dark!

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Taking on a 60 minute challenge is one thing...but do you and your family and friends have what it takes to challenge the full wrath of all the villains for the whole day? With puzzles to solve and activities to complete, you'll be given an entirely new experience for a day at Disneyland. The challenge is actually split into two parts – Preparing for the big battle and then the Confrontation with the villains. If you'll be spending the full day at the park, the Confrontation begins when the lights come up on Main Street. The better you prepared for the battle beforehand, the better you'll do when the villains begin to attack! (Modified instructions are also provided if your stay at the park will not include actual hours 'after dark.')

The PERFECT way to enjoy the park this October (or any time of the year) when you're ready to battle villains in an incredible struggle for power inside Disneyland! Save 20% Now by using the following coupon code: CHALLENGEACCEPTED27

Learn more about the BATTLE OF THE VILLAINS at Disneyland here:

<http://www.adventuresforeveryone.com/battleofvillains.html>

Have an adventure hunt delivered right to your door – wrapped and ready to be opened
INSIDE your favorite Disney park!



<http://www.adventuresforeveryone.com>



The Challenge Begins!

(only read once you begin standing in the Haunted Mansion queue)

Once you set foot in the queue for the Haunted Mansion, start by unfolding the decoder page. The villains may have tried to keep their secrets hidden, but it won't work. Use it to decode the two page list of tasks that will defeat each villain. Once the 60 minutes begin (when you leave the Haunted Mansion exit queue) try to complete as many of the tasks as you can. If you haven't decoded all of the two page list yet, you'll need to do this first or as you go. Defeating some villains are worth more 'points' than other villains. At the end of the 60 minutes, add up your points and compare your total to the ranking on the decoder page to see how you did!

Good luck!

After Dark Disneyland

Challenge List

Ratigan – He's diabolical, clever and in hiding. 13 26 3 1 4 10 19 26 23 6
22 17 20 19 13 2 26 23 26 3 20 26 1 17 4 2 17 15 6 24 18. (25 points)

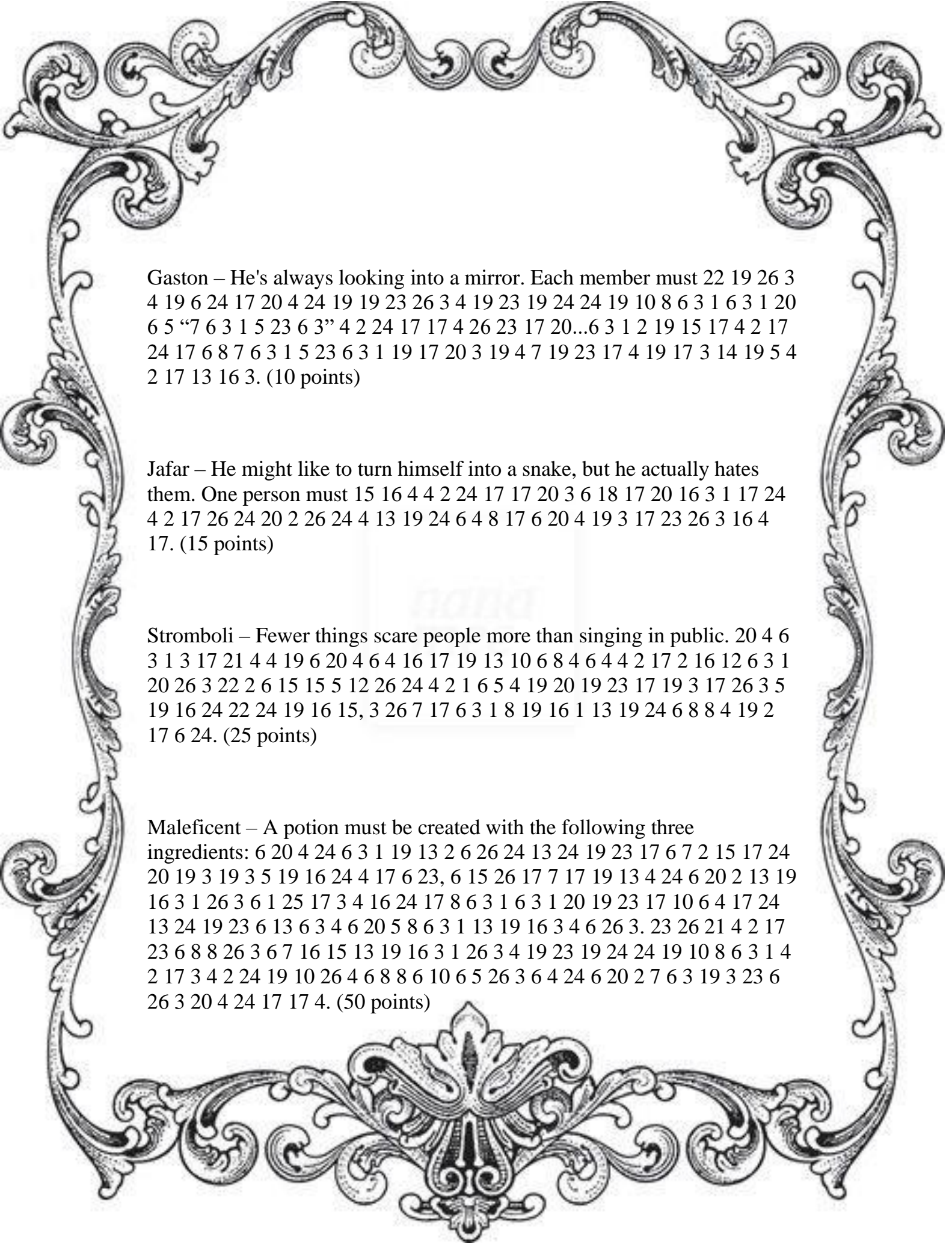
Scar – He's currently hunting you. One person must complete three tasks:
10 2 26 20 4 8 17 11 26 15 6 1 17 17 1 19 19 1 6 2, 15 19 26 3 4 4 19 23
26 7 18 17 5 6 3 1 4 19 16 7 2 18 17 4 7 2 16 15 – 6 8 8 6 4 4 2 17 20 6 23
17 4 26 23 17. (35 points)

Wicked Queen – To break her curse, each team member must go to Snow
White's wishing well and 20 6 5 19 16 4 8 19 16 1 19 3 17 4 2 26 3 22 4 2
17 5 10 26 20 2 10 19 16 8 1 2 6 15 15 17 3 26 3 4 2 17 3 17 21 4 13 26 25
17 5 17 6 24 20 6 3 1 19 3 17 4 2 26 3 22 4 2 17 5 2 19 15 17 10 26 8 8 3
19 4 2 6 15 15 17 3 26 3 4 2 17 3 17 21 4 10 17 17 18. (15 points)

Captain Hook – He might have only one hand, 12 16 4 26 13 5 19 16 7 6 3
18 17 17 15 12 19 4 2 19 13 5 19 16 24 20 16 15 4 2 17 17 3 4 26 24 17 4
26 23 17 10 2 26 8 17 24 26 1 26 3 22 4 2 17 23 6 4 4 17 24 2 19 24 3, 5
19 16 10 26 8 8 1 17 13 17 6 4 2 26 23! (15 points)

Queen of Hearts – She's incredibly vain. 13 26 3 1 2 17 24 , 19 24 6 3 26
23 6 22 17 19 13 2 17 24, 6 3 1 6 8 8 12 19 10 12 17 13 19 24 17 2 17 24
13 19 24 13 26 25 17 20 17 7 19 3 1 20.
(10 points)

Ursula – She loves the sea but hates it when it's frozen. One person must 2
19 8 1 6 2 6 3 1 13 16 8 19 13 26 7 17 26 3 2 26 20 19 24 2 17 24 2 6 3 1
13 19 24 13 26 25 17 23 26 3 16 4 17 20 10 26 4 2 19 16 4 24 17 8 17 6 20
26 3 22 26 4. (20 points)



Gaston – He's always looking into a mirror. Each member must 22 19 26 3
4 19 6 24 17 20 4 24 19 19 23 26 3 4 19 23 19 24 24 19 10 8 6 3 1 6 3 1 20
6 5 “7 6 3 1 5 23 6 3” 4 2 24 17 17 4 26 23 17 20...6 3 1 2 19 15 17 4 2 17
24 17 6 8 7 6 3 1 5 23 6 3 1 19 17 20 3 19 4 7 19 23 17 4 19 17 3 14 19 5 4
2 17 13 16 3. (10 points)

Jafar – He might like to turn himself into a snake, but he actually hates
them. One person must 15 16 4 4 2 24 17 17 20 3 6 18 17 20 16 3 1 17 24
4 2 17 26 24 20 2 26 24 4 13 19 24 6 4 8 17 6 20 4 19 3 17 23 26 3 16 4
17. (15 points)

Stromboli – Fewer things scare people more than singing in public. 20 4 6
3 1 3 17 21 4 4 19 6 20 4 6 4 16 17 19 13 10 6 8 4 6 4 4 2 17 2 16 12 6 3 1
20 26 3 22 2 6 15 15 5 12 26 24 4 2 1 6 5 4 19 20 19 23 17 19 3 17 26 3 5
19 16 24 22 24 19 16 15, 3 26 7 17 6 3 1 8 19 16 1 13 19 24 6 8 8 4 19 2
17 6 24. (25 points)

Maleficent – A potion must be created with the following three
ingredients: 6 20 4 24 6 3 1 19 13 2 6 26 24 13 24 19 23 17 6 7 2 15 17 24
20 19 3 19 3 5 19 16 24 4 17 6 23, 6 15 26 17 7 17 19 13 4 24 6 20 2 13 19
16 3 1 26 3 6 1 25 17 3 4 16 24 17 8 6 3 1 6 3 1 20 19 23 17 10 6 4 17 24
13 24 19 23 6 13 6 3 4 6 20 5 8 6 3 1 13 19 16 3 4 6 26 3. 23 26 21 4 2 17
23 6 8 8 26 3 6 7 16 15 13 19 16 3 1 26 3 4 19 23 19 24 24 19 10 8 6 3 1 4
2 17 3 4 2 24 19 10 26 4 6 8 8 6 10 6 5 26 3 6 4 24 6 20 2 7 6 3 19 3 23 6
26 3 20 4 24 17 17 4. (50 points)

Decoder

a	6	e	17	l	26	m	23	q	9	u	16	y	5
b	12	f	13	j	14	n	3	r	24	v	25	z	11
c	7	g	22	k	18	o	19	s	20	w	10		
d	1	h	2	i	8	p	15	t	4	x	21		

Ranking

You must get at least 100 Points to defeat the villains. Below is a ranking for the amount of points earned

ULTIMATE CHALLENGER – 190+ Points

Challenger First Class – 170 – 189 Points

Challenger Second Class – 150-179 Points

A Triumph – 125-149 Points

A Victory – 100-124 Points

Fought the good fight, but lost – 80-99 Points

Looking for the fight – 40-79 Points

What fight? 0-39 Points