



ALL ABOUT ATTRACTIONS

EVERYTHING YOU WANT TO KNOW
ABOUT THE RIDES OF
DISNEYLAND

DON'T MISS: HEIGHT REQUIREMENTS,
RIDER SWITCH, AND MORE!





Rides with *Height Requirements*

The below attractions have a minimum height that guests must meet in order to ride. Younger guests will be measured - sometimes twice - at the Cast Members' discretion to be sure they can safely board the attraction. Review the list and prepare your kids appropriately. Be sure to read our Rider Switch page, too!

32"

Disneyland
• Autopia

California Adventure

- Mater's Junkyard Jamboree
- Luigi's Rollickin' Roadsters

35"

Disneyland
• Chip & Dale's Gadget
Coaster (*reopening March 19, 2023*)

38"

Disneyland
Millennium Falcon: Smugglers Run

40"

Disneyland
• Big Thunder Mountain Railroad
• Space Mountain
• Splash Mountain
• Star Tours
• Star Wars: Rise of the Resistance

California Adventure

- Jumpin' Jellyfish
- Guardians of the Galaxy -
Mission: BREAKOUT!
- Radiator Springs Racers
- Silly Symphony Swings
- Soarin' Around The World

42"

Disneyland
• Matterhorn Bobsleds

California Adventure

- Goofy's Sky School
- Grizzly River Run
- Redwood Creek Challenge
Trail (rock wall and zip line)

46"

Disneyland
• Indiana Jones Adventure

48"

California Adventure
• Incredicoaster

54"

Disneyland
• Autopia (to ride alone)



Rides with Fright

Proceed with Caution!



DISNEYLAND PARK

Haunted Mansion

spooky special effects, visual puns, darkness

Indiana Jones Adventure

visually intimidating with intense effects and a jerky ride

Matterhorn Bobsleds

bumpy ride, fast downhill speeds

Pirates of the Caribbean

mature (although humorously presented) sights; two short, unexpected slides down flumes

Space Mountain

darkness and hills

CALIFORNIA ADVENTURE

Guardians of the Galaxy -

Mission: Breakout!

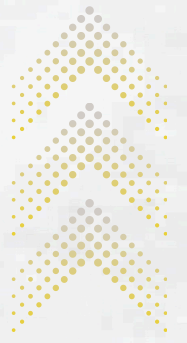
visually intimidating, falling motion of ride vehicle

Incredicoaster

inversions, speed, and heights

Pixar Pal-Around - Swinging heights

Motion Sickness Warning



If a guest is prone to motion sickness, the below attractions at Disneyland may cause discomfort. Guests with motion sensitivity may want to plan to take preventative steps (medication, hydration, etc.) when choosing to ride or avoid these attractions completely. Everyone is different, but the rides below involve one or more of these triggers: spinning, tight turns, screens/simulators.

DISNEYLAND PARK

Astro Orbiter
Dumbo the Flying Elephant
Indiana Jones Adventure
King Arthur Carrousel
Mad Tea Party
Roger Rabbit's Car Toon Spin
Space Mountain
Star Tours

CALIFORNIA ADVENTURE

Guardians of the Galaxy – Mission: Breakout!
Goofy's Sky School
Golden Zephyr
Incredicoaster
Luigi's Rollickin' Roadsters
Mater's Junkyard Jamboree
Toy Story Midway Mania
Silly Symphony Swings
Pixar Pal-A-Round
Radiator Springs Racers

Disneyland Park

Attractions



- Alice in Wonderland (Any Height) - Take a topsy-turvy trip into the nonsensical world of Disney's Alice in Wonderland aboard an oversized caterpillar.
- Astro Orbitor (Any Height) - Pilot your very own rocket ship high in the sky amid a gleaming constellation of orbiting planets.
- Autopia (32" tall to ride) - Put the pedal to the metal on an unforgettable road trip along a miniature motorway.
- Big Thunder Mountain Railroad (40" or taller) - Streak through a gold mine aboard a speeding train on this thrilling coaster-style ride.
- Buzz Lightyear Astro Blasters (Any Height) - Calling all Space Rangers! Take aim and fire your laser to defeat Zurg during a thrilling space battle.
- Casey Jr. Circus Train (Any Height) - Enjoy a whimsical tour through miniature versions of fairytale locales from classic Disney movies.

Disneyland Park

Attractions



- Davy Crockett's Explorer Canoes (Any Height) - Paddle down the Rivers of America on a grand oar-venture all the way around Pirate's Lair on Tom Sawyer Island.
- Disneyland Railroad (Any Height) - Embark on a relaxing 18-minute scenic journey aboard an authentic steam-powered train around Disneyland Park.
- Dumbo the Flying Elephant (Any Height) - Soar high in the sky aboard the famous little pachyderm on a fanciful flight for all ages.
- Fortune Tellers (Any Height) - Learn what lies ahead as the nostalgic fortune tellers of Disneyland Park provide entertaining insights into your life!
- Frontierland Shootin' Exposition (Any Height) - Take aim and fire at nearly 100 targets during an old-time Wild West shootout.
- Finding Nemo Submarine Voyage (Any Height) - Journey into the charming world of Disney & Pixar's Finding Nemo on a gentle undersea expedition.
- Haunted Mansion (Any Height) - Take your seat in a gloomy Doom Buggy for a spooky tour through this house of happy haunts.

Disneyland Park

Attractions



- Indiana Jones Adventure (46" or taller to ride) - Embark on a fast-paced thrill ride in search of Indiana Jones. Enter this cursed temple at your own risk!
- It's a Small World (Any Height) - Board a whimsical boat ride for a song-filled journey around the globe—this cherubic chorus is pure joy!
- Jungle Cruise (Any Height) - Cast off on a guided tour of the world's most remote rivers where adventure abounds—and the animals get the last laugh.
- King Arthur Carrousel (Any Height) - Sit astride a regal steed at this classic attraction and gently “gallop” through a whirling backdrop of color and sound.
- Mad Tea Party (Any Height) - Pour yourself into an oversized teacup and spin through a whimsical party.
- Mark Twain Riverboat (Any Height) - Cruise the scenic Rivers of America on a sightseeing tour aboard a majestic 19th-century paddle boat.
- Matterhorn Bobsleds (42" or taller) - Hurtle through a snow-capped mountain on a speeding alpine sled while avoiding the clutches of the Abominable Snowman.

Disneyland Park

Attractions



- Mickey & Minnie's Runaway Railway - The only Mickey Mouse-themed ride-through attraction, this trackless "dark ride" is based on the stylized world from the television series. Don't miss (and find yourself singing "Nothing can stop us now")!
- Millennium Falcon: Smugglers Run (38" or taller to ride) - Fly the Millennium Falcon on a thrilling interactive smuggling mission.
- Mr. Toad's Wild Ride (Any Height) - Zig and zag in a motorcar with J. Thaddeus Toad, Esq. on a manic drive through the countryside.
- Peter Pan's Flight (Any Height) - Soar over London aboard an enchanted pirate ship to Never Land with the boy who wouldn't grow up.
- Pinocchio's Daring Journey (Any Height) - Relive the classic adventures of the wooden puppet who dreamed of becoming a real boy.
- Sleeping Beauty Castle Walkthrough (Any Height) - Gaze at Sleeping Beauty Castle and venture inside to relive scenes from the beloved Disney classic.

Disneyland Park

Attractions



- Snow White's Enchanted Wish (Any Height) - Embark on a magical ride into memorable scenes from Snow White and the Seven Dwarfs.
- Space Mountain (40" or taller to ride) - Race through the cosmos in the dark to the edge of the galaxy and back on a thrilling roller-coaster ride.
- Splash Mountain (40" or taller to ride) - Drop into a whimsical world filled with classic characters and songs on this thrilling log-flume adventure.
- Star Wars: Rise of the Resistance (40" or taller to ride) - Join the Resistance in an epic battle against the First Order on this exciting new ride.
- The Many Adventures of Winnie the Pooh (Any Height) - Buzz through Hundred-Acre Wood in an oversized beehive and revisit beloved songs and scenes from Winnie the Pooh.
- Storybook Land Canal Boats (Any Height) - Cruise through the mouth of Monstro the Whale into a magical land of Disney movie locales—all in miniature.

California Adventure

Attractions



- Games of Pixar Pier (Any Height) - Put your skills to the test at whimsical game booths along the Pixar Promenade.
- Golden Zephyr (Any Height) - Soar high in the sky in a gleaming retro spaceship inspired by science fiction stories of the 1920s.
- Goofy's Sky School (42" or taller) - Learn to fly the Goofy way on this coaster-style attraction. Sure to get you screaming!
- Guardians of the Galaxy - Mission: BREAKOUT! (40" or taller to ride) - Join Rocket on a thrilling mission to rescue the Guardians of the Galaxy from the Collector's fortress. Hands up!
- Incredicoaster (48" or taller) - Join the Incredibles in a mad dash to catch Jack-Jack as he wreaks havoc throughout this high-speed chase! A thrilling favorite.
- Inside Out Emotional Whirlwind (Any Height) - Tap into Riley's Emotions when you take a sense-sational spin around the whimsical world inside her mind's Headquarters.

California Adventure

Attractions



- Jessie's Critter Carousel (Any Height) - Saddle up for a whimsical spin on Jessie's favorite critter pals from her wild west adventures—yee-haw!
- Jumpin' Jellyfish (40" or taller to ride) - Float high into the sky above Paradise Bay aboard a colorful jellyfish before gently sinking back down to dry land.
- Luigi's Rollickin' Roadsters (32" or taller to ride) - Climb aboard a colorful car that "dances" its way across Luigi's lot to tire-tapping Italian tunes.
- Mater's Junkyard Jamboree (32" or taller to ride) - Ride along aboard a tractor during a tow-tappin' hoedown hosted by Mater from the Disney and Pixar film "Cars."
- Monsters, Inc. Mike & Sulley to the Rescue! (Any Height) - Zip through scenes from the Disney and Pixar film "Monsters, Inc." on a wild taxi ride with familiar scare-acters.
- Pixar Pal-A-Round (Any Height) - Take off on a classic Ferris wheel adventure high above Pixar Pier. Try the swinging side for full thrills!
- Radiator Springs Racers (40" or taller to ride) - Start your engines! Zoom through the desert landscape of Cars Land, inspired by the Disney and Pixar movie "Cars."

California Adventure

Attractions



- Silly Symphony Swings (40" or taller to ride) - Get swept off your feet and into the air as you wheel above it all in graceful, soaring circles.
- Soarin' Around the World (40" or taller to ride) - Feel the wind in your face during an airborne hang-gliding flight over the wonders of the world. Don't miss this one!
- The Little Mermaid - Ariel's Undersea Adventure (Any Height) - Journey under the sea for a whimsical musical adventure awash with scenes from the animated Disney classic.
- Toy Story Midway Mania! (Any Height) - Zip through an exhilarating 4D midway-style game starring "Toy Story" characters—and blast away!
- Turtle Talk with Crush (Any Height) - Chat live with Crush, the totally tubular sea turtle from "Finding Nemo" and "Finding Dory."
- WEB SLINGERS: A Spider-Man Adventure (Any Height) - Wrangle rogue Spider-Bots run amok during this mayhem-filled mission at Avengers Campus!
- Grizzly River Run (42" or taller to ride) - Embark on a thrilling whitewater raft adventure that splashes you down a roaring California river deep in the mountains.

RIDER SWITCH GUIDE

The best of both worlds



What is Rider Switch?

An important tool at your disposal during your time at Disneyland is the "Rider Switch" program. Rider Switch allows friends and family of any guests who don't meet the boarding requirements of a ride - or who don't wish to experience a particular attraction - to ride in turns.

To Use Rider Switch

Take the following steps to utilize Rider Switch when approaching an attraction:

1. First, check with a Cast Member to be sure Rider Switch is offered at the attraction (rides without height requirements are less likely to offer rider switch).
2. Upon arriving at the attraction, approach the Cast Member with your entire group in tow. If you have a Lightning Lane reservation, proceed to that Cast Member; if you don't, go to the standby line. Your party will be asked to divide in to two groups.

"Party 1" should include those riding the attraction first, while "Party 2" consists of non-riders and their supervising Guests.

3. The supervising Guests of Party 2 - which can include a maximum of 3 people - will have their admission media/tickets scanned and must wait while Party 1 proceeds through the line to experience the attraction. Party 2 can do anything while they wait: ride something nearby that has a short wait, grab a snack, take a bathroom break, blow bubbles, meet a character!

4. After Party 1 experiences the attraction, they'll do the "rider switch" and assume supervision of the non-riding Guests.

5. The supervising Guests of Party 2 should then return to the appropriate attraction entrance to have their admission media/tickets re-scanned by a Cast Member for the Rider Switch entitlement. At this point, Party 2 may enter the appropriate attraction return line (usually the Lightning Lane) and board without waiting in the regular queue.



View the complete list of rides that utilize Rider Switch

[RIDER SWITCH](#)

Disneyland Lightning Lane Attractions

Lightning Lane entrances are available at the below attractions and allow you to bypass the standby queue. Access to Lightning Lanes is an additional cost and not included with the base price of your ticket.

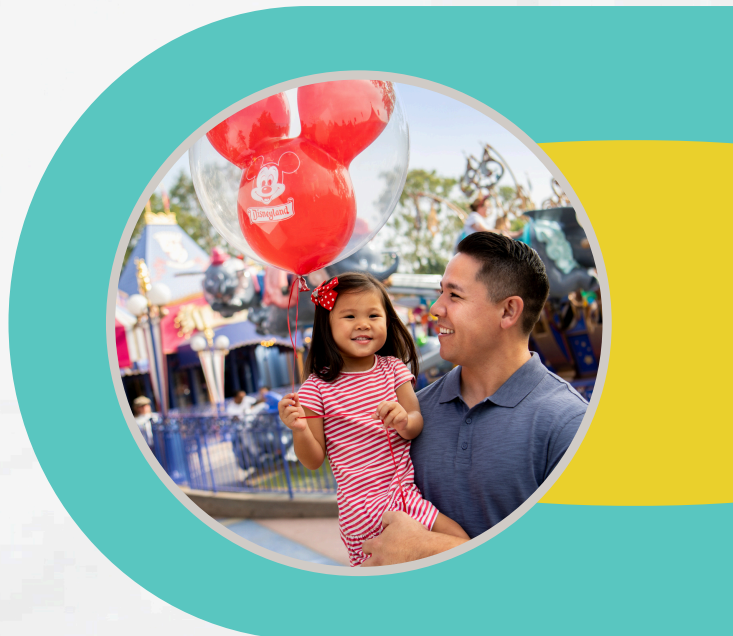


	DISNEYLAND PARK	CALIFORNIA ADVENTURE
<p>INDIVIDUAL LIGHTNING LANE</p> <p><i>A la carte pricing, based on date and attraction</i></p>	<p><i>Star Wars: Rise of the Resistance (40")</i></p>	<p><i>Radiator Springs Racers (40")</i></p>
<p>GENIE+ LIGHTNING LANE SELECTIONS</p> <p><i>Access the rides listed for \$30 (+tax) per ticketed guest per day</i></p> <p><i>Return time selections are made one at a time, on the day you are visiting, beginning once you arrive in the theme park</i></p>	<p>High priority selections:</p> <ul style="list-style-type: none"> • Indiana Jones Adventure (46") • Matterhorn Bobsleds (42") • Mickey & Minnie's Runaway Railway • Millennium Falcon: Smugglers Run (38") • Space Mountain (40") <p>Other selections:</p> <ul style="list-style-type: none"> • Autopia (32") • Big Thunder Mountain Railroad (40") • Buzz Lightyear • Haunted Mansion • "it's a small world" • Roger Rabbit's Car Toon Spin • Splash Mountain (40") • Star Tours (40") 	<p>High priority selection:</p> <ul style="list-style-type: none"> • Guardians of the Galaxy — Mission: BREAKOUT! (40") <p>Other selections:</p> <ul style="list-style-type: none"> • Goofy's Sky School (42") • Grizzly River Run (42") • Incredicoaster (48") • Monsters, Inc. Mike & Sulley to the Rescue! • Soarin' Around the World (40") • Toy Story Midway Mania • WEB Slingers: A Spider-Man Adventure



Disney Genie+

BUILD YOUR ITINERARY



The free Disneyland app is your one-stop to view all your reservations and plans in one place. One important feature inside the app is Disney Genie+ which is an add-on service that helps you navigate the parks efficiently.

What is Genie+ Service?

You have the option to add the Disney Genie+ service for each ticketed day, and the service grants you access to "Lightning Lane" entrances for many attractions and experiences across the two theme parks (guests can expect to secure 4-7 Lightning Lane reservations per day, depending on crowds).

For those who traveled to Disneyland prior to 2020, you may see Genie+ as an updated Fast Pass/Max Pass system; it does work similarly in that the Lightning Lane queues are a way to bypass the longer standby line.

How to Purchase

Disney Genie+ is available for you to add to your ticket ahead of arrival or to purchase once you enter a theme park. Same-day selections will release to you, through the Disneyland app, once you have scanned in to a park.

Individual Lightning Lane Attractions

For some of Disney's most in-demand attractions, Lightning Lane entrance access will be available to purchase individually, as an a la carte purchase. This option will be available for all guests with valid theme park admission and park reservations — with or without Disney Genie+ service.

The Individual Lightning Lane option for Disneyland Park is Star Wars: Rise of the Resistance and the option for Disney California Adventure park is Radiator Springs Racers. Again: Lightning Lane entry for these attractions will only be available to purchase individually and is not included with your purchase of Disney Genie+.



Using Genie+



How does Genie+ work?

- 1) Login to the Disneyland app and go to your Tip Board (either by tapping the + sign or the three horizontal lines on the bottom bottom bar of the home screen)
- 2) From the Tip Board, scroll to the attraction you would like to select and tap on Book Experience
- 3) On the Review Details Screen, the return time may be different than the time you saw on the previous screen. You can back out and try again or choose to accept the current time. More times may not be available if you back out for the very popular attractions
- 4) Be sure to confirm your party is correct. If you need to make adjustments, tap edit and add/delete guests
- 5) Tap Continue to confirm your selection. If you are grabbing an individual LL, you will need to confirm the purchase
- 6) Screenshot the confirmation screen - just in case the app glitches. You can see your Lightning Lane selections on the My Day tab
- 7) *Pro-tip:* Set an alarm for when you may make your next selection; find that time at the top of Tip Board. This will remind you to jump in the app later, because - trust me - you get busy in the parks and will forget!

How to Redeem Your Genie+ Selections

For each reservation, you'll be given an hour-long return time which you can redeem five minutes early and up to 15 minutes late.

As you approach the attraction, you'll see two lines - the standby line and the Lightning Lane queue. Head to the Lightning Lane, where you'll tap your MagicBand+ or scan your ticket. Many queues have a second touch point where you'll tap/scan again.

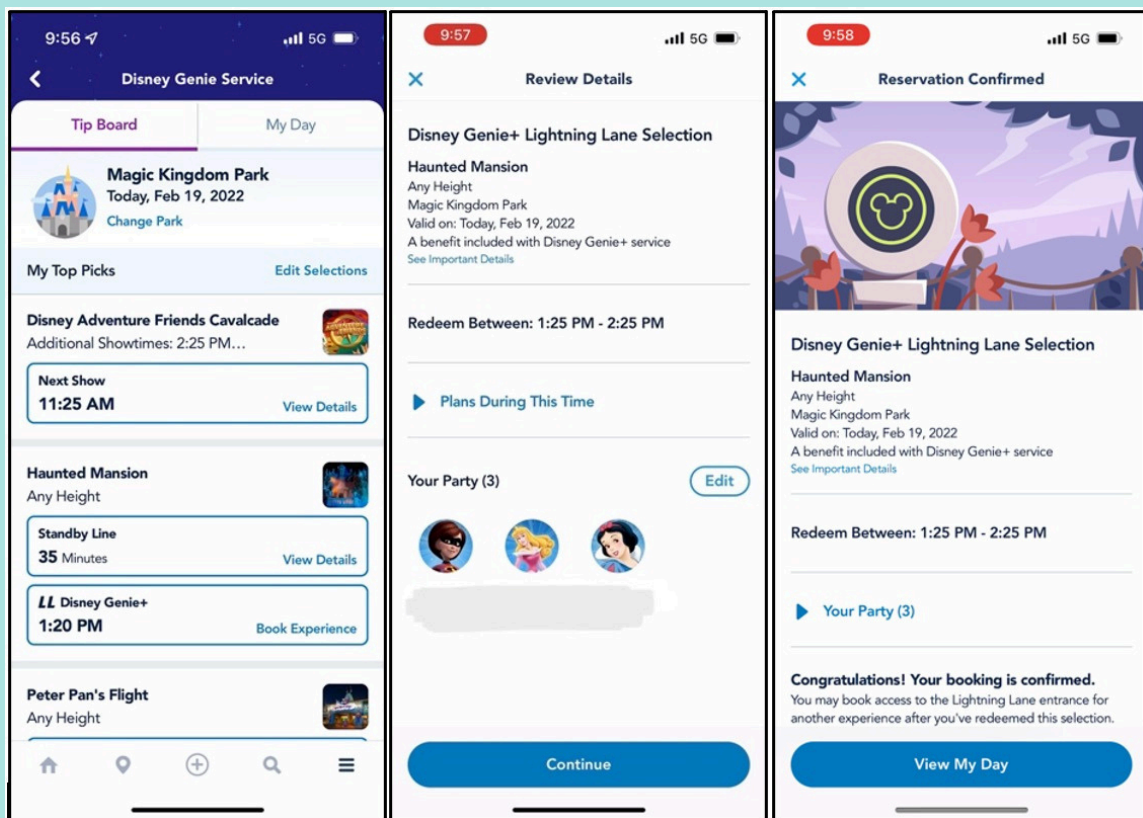
After you have redeemed your selection, check the Tip Board to see if you're eligible to pick your next Lightning Lane.

How to Make More Genie+ Selections

Once you've redeemed your initial selection (or the arrival window has passed) or after a "cooling off period" has passed, you will use the app to check your Tip Board and make another selection. This continues on through the day, allowing you to use the bypass lines and maximize the fun.

When to make additional selections:

- after you redeem your current selection
- after the current selection's arrival window has expired
- 120 minutes after park opening if your first selection of the day is further in to the day
- after a "cooling off period" of 120 minutes have passed since you made your most recent selection



Genie+ FAQs

Can you use Genie+ for the same attractions all day?

No, you can only use a Lightning Lane on an attraction once per day. This applies even if you let a selection expire before using it, so try to modify a time or cancel it if you would like to ride that attraction via Lightning Lane.

Is it possible to return early or late to Genie+ reservations?

Yes, you can redeem a Lightning Lane as early as 5 minutes early and up to 15 minutes late; those are automatic allowances. If you are later than 15 minutes, take a screenshot and try pleading your case to the Cast Member. All they can do is say "no."

Tip: screenshot everything! The app can be glitchy, and a screenshot will give you needed proof if something goes wrong.

What if my Lightning Lane conflicts with other scheduled plans (dining or reserved activities)?

Since LL doesn't give you the opportunity to pick your times, this may happen. You could try to modify for another time but, for more popular attractions, a different time may not be available. I suggest visiting a Guest Experiences kiosk in the park and explaining your situation. Those Cast Members can often adjust your plans to accommodate your reservations and the LL selections. Always ask with kindness, as it truly goes a long way!

Will Genie+ force me to be glued to my phone all day?

Using the Genie systems does require phone use throughout the day; there's no way around that. However, it could be as little as a couple of minutes every 120 minutes, or shortly after entering an attraction queue. It won't be necessary to be constantly on your phone.

Can I use Genie+ if I'm park-hopping?

Yes, you can! You can reserve attractions after 1 PM in a different park than the one where you started your day and have Disney Park Pass reservations. Genie+ automatically accommodates Park Hopping; if the return time displayed is before 1 PM, the system will automatically modify your reservation window to after 1 PM. It's important to make Genie+ selections for popular attractions early in the day, so this tip can be helpful. You can purchase Individual Lightning Lanes in other parks as well, just make sure your return time is after park-hopping hours (1 PM) as well.

When can I grab my next LL selection?

For subsequent LL there are two ways to select: 1) Tap & Grab - Make your next selection after scanning into your current selection or 2) Two-Hour Window - Make your next selection two hours after making your last selection.