



Star Wars:
Rise of the Resistance

Millennium Falcon:
Smugglers Run

Mama Melrose

PizzeriaRizzo

Star Tours +

Jedi Training Academy

Muppet Vision +

FP+

BaseLine Tap House

Backlot Express

Mickey Meet Mickey Sports Theater

Frozen Sing Along +

Indiana Jones +

Jedi Training Sign-ups

50s Prime Time

Hollywood Vine

Sci-Fi Dine-In

ABC Commissary

Future Home of Mickey & Minnie's Runaway Railway (Opening March 4, 2020)

Toy Story Mania +

FP+

Walt Disney Presents

Little Mermaid +

Disney Junior +

Brown Derby

Star Wars Launch Bay

Entrance

Rosie's All American

Catalina Eddie's

Fairfax Fare

Hollywood Scoops

Beauty & the Beast +

Tower of Terror +

FP+

Rock 'n' Roller Coaster +

Lightning McQueen's Racing Academy

Fantasmic! +

Docking Bay 7 Food & Cargo

Ronto Roasters

Oga's Cantina

Woody's Lunch Box

Alien Swirling Saucers +

Slinky Dog Dash +

- ➔ Attraction Entrance
- FP+ FastPass+ Kiosk
- ♿ Restrooms
- Attractions followed by a + are FastPass+ enabled
- First Hour | Last Hour Attractions
- First 2 Hours | Last 2 Hours of Operation
- Anytime Attractions
- Table Service Dining
- Quick Service Dining

Star Wars: Galaxy's Edge: Most of Star Wars: Galaxy's Edge opened on August 29, 2019, including the Millennium Falcon: Smugglers Run simulator ride, Oga's Cantina lounge, Docking Bay 7 Food and Cargo quick service, Ronto Roasters meat stall, Milk Stand takeaway bar, Kat Saka's Kettle popcorn stand, Savi's Workshop lightsaber customization experience, Droid Depot assembly experience, and a host of small shops. The second ride, Star Wars: Rise of the Resistance, opened on December 5th, 2019.

Neither Smugglers Run nor Rise of the Resistance currently offers FastPass+, though one or both attractions will likely add the service at some point in the future. Fortunately, Oga's Cantina, Savi's Workshop, and the Droid Depot do offer reservations. This makes touring the new land much easier as it won't be necessary to visit any of these locations early in the day to secure spots. Fewer than 50 people are able to build a lightsaber per hour at Savi's Workshop, and Oga's Cantina has room for fewer than 250 people. Smugglers Run, on the other hand, moves through about 1,500 riders per hour – a much higher capacity. During the first several months of operation, the average wait for Smugglers Run has been about an hour.

The Boarding Group Virtual Queue System for Rise of the Resistance: There is currently only one way to experience the Star Wars: Rise of the Resistance attraction, and that is to sign up for a boarding group on the morning of your visit via the My Disney Experience app or with the help of a Guest Experience Team or Guest Services Cast Member. To be eligible to join a boarding group, you must have first scanned your ticket/MagicBand and entered the park. Only those who have scanned are eligible to join a boarding group, and everyone in a party signing up together must have scanned in to be eligible.

Boarding group signups open at the same time that the Studios officially opens to all guests. Disney typically begins admitting guests 15 to 60 minutes before official open and holds them on Hollywood Boulevard until the park officially opens. Right at park open, Cast Members begin walking the crowd towards Galaxy's Edge to the left and Toy Story Land ahead and to the right. Guests may also wait on Sunset Boulevard for Rock 'n' Roller Coaster or Tower of Terror.

To sign up for a Rise of the Resistance boarding group, open up the My Disney Experience app and click on the "Find Out More" button on the first screen. On the next screen, click the "Join Boarding Group" button, which should be illuminated in red. If it's greyed out, it means that boarding groups have either not yet opened for the day, or they have filled to capacity. Regular Rise of the Resistance boarding groups typically fill to capacity within a half hour of the park opening, and may fill within a minute or two during extremely busy times, like Christmas and Easter. To guarantee a boarding group position, it's imperative that you arrive at bag check at least 20 minutes before the park is scheduled to open and quickly join a group via the app or a Cast Member as soon as they open.

Disney will call boarding groups over to experience Rise of the Resistance as space in the queue opens up. The My Disney Experience app keeps track of the current boarding groups that are eligible to ride and screens around the park display the same information.

For those arriving later, Disney has instituted a "backup boarding group" system. Members of these groups, which typically begin around 105 and go up as high as 250, are not guaranteed access to experience Rise of the Resistance, but will be called if the attraction is running well and capacity allows. These backup boarding groups fill anywhere between thirty minutes and four hours after the Studios opens, depending on crowds.

Typically, eight to fourteen boarding groups are called per hour, and about 150 boarding groups are called over the course of a typical 14-hour day. Once your boarding group has been called, you'll have up to two hours to arrive at the attraction entrance and scan your tickets/MagicBands to redeem your boarding passes. While you wait for your boarding group to be called, you can do whatever else you'd like, including leaving the park. You won't lose your place in the queue. Once you redeem your boarding passes, the wait to experience Rise of the Resistance is typically 20 to 30 minutes. Budget a full hour to experience the new ride, including pre-shows.

The Future: Eventually, both Rise of the Resistance and Smugglers Run will offer FastPass+, and Rise of the Resistance will switch from the virtual queue to the usual standby line. There is no timeline for when that change will occur, but it could be as early as January, 2020, or as late as February, 2037. When that happens, an arrival 2+ hours early will be necessary for those attempting to experience Rise of the Resistance in standby first thing in the morning.

With the opening of Galaxy's Edge, we also see new FastPass+ Tiers. Here's the priority:

Tier 1 (Choose One):

1. Slinky Dog Dash
2. Rock 'n' Roller Coaster
3. Toy Story Mania
4. Tower of Terror
5. Alien Swirling Saucers

Tier 2 (Choose Two):

1. Star Tours
2. Frozen Sing-Along
3. Beauty and the Beast Live on Stage
4. Indiana Jones Epic Stunt Spectacular
5. Disney Junior Dance Party
6. Voyage of the Little Mermaid
7. Fantasmic
8. Muppet*Vision 3D

Guests may initially select only one attraction from Tier 1 in advance. This includes all five of the most popular rides in the park outside of Galaxy's Edge. The change complicates touring quite a bit, as previously guests were able to book in advance one of the Toy Story Land rides, like Slinky Dog Dash, in addition to both Rock 'n' Roller Coaster and Tower of Terror. Now, only one of these high-priority attractions may be selected.

One potential piece of good news is that everyone else is in the same boat, and day-of FastPass+ availability is better for priority attractions. With most guests at the Studios selecting one of the first three rides from Tier 1 in advance, there is more availability for Toy Story Mania, Tower of Terror, and Alien Swirling Saucers later in the day.

Rope Drop and General Touring Philosophy: Disney typically begins admitting guests 15 to 60 minutes before the Studios officially opens and holds them on Hollywood Boulevard until official park open. To be among the first inside, and in the best position to ride Smugglers Run or Slinky Dog Dash first thing, an arrival at least 90 minutes before official open is necessary. The later you arrive, the farther back from the front of the holding area you'll be, and the more people that will be in front of you in line at your first attraction. If you're headed to any attraction other than Smugglers Run or Slinky Dog Dash first thing, an arrival 20 minutes before park open is fine. Every other attraction will be a walk-on first thing.

If You Have Slinky Dog Dash FastPass+: Ride Smugglers Run first, then Alien Swirling Saucers and Toy Story Mania, before moving to Rock 'n' Roller Coaster and Tower of Terror on Sunset Boulevard. Use FastPass+ at Slinky Dog, Star Tours, and a show, and you've experienced all of the Studios' rides without much trouble. Alternatively, book a 4th FastPass+ for Rock 'n' Roller Coaster and a 5th FastPass+ for Tower of Terror to experience those attractions later in the day.

If You Don't Have Slinky Dog Dash FastPass+: Begin with Slinky Dog Dash, Alien Swirling Saucers, and Toy Story Mania in standby. Ride Smugglers Run last thing at night if possible, when the actual wait should be under a half hour, or as late in the morning or afternoon as possible, when the actual wait should be 40 to 70 minutes. Rely on FastPass+ at the Sunset Boulevard thrill rides, by booking Rock 'n' Roller Coaster in advance and Tower of Terror as a fourth FastPass+ option. Use FastPass+ at Star Tours and a show and you've also experienced all of the Studios' rides without long waits.

In either scenario, continue securing additional FastPass+ experiences, while mixing in other attractions, as the day goes on.

Characters: The Woody and friends meet in Toy Story Land is the highest priority with a 30+ minute wait that develops almost instantaneously after they appear at park open. Try to visit immediately after riding Slinky Dog Dash in the morning or as late in the evening as possible. Other characters in Toy Story Land see 20 minute waits. Mickey and Minnie meet across from Sci-Fi Dine-In to 25 to 40 minutes waits. Mike and Sulley from Monsters, Inc. inside Walt Disney Presents are the next priority, with 30-minute waits almost all day. Visit in the last half hour that they're scheduled to appear, which is usually 6pm. The Star Wars characters in Star Wars Launch Bay typically see 20- to 30-minute waits. Visit during the heat of the day as they all meet inside in air-conditioning. Other priorities include the Disney Junior characters like Doc McStuffins and Fancy Nancy outside Disney Junior, and Olaf sees 15 minute waits across from Star Tours.

Jedi Training Academy: Kids between the ages of 4 and 12 have the opportunity to participate in this show held next to Star Tours. To sign them up, bring the participating child to the Adventurers Outpost store to the right of 50's Prime Time Café before 10:30am. With Toy Story Land and Galaxy's Edge drawing heavy crowds, few people head to signups first thing, making it easier to head over later in the day. If Jedi Training is an absolute must-do, visit earlier to guarantee spots. There are usually 12 to 15 shows scheduled throughout the day. Ask for a show in the late morning or afternoon so it doesn't interfere with morning touring and double check the weather as rain cancels shows. Kids participating in Jedi Training are required to return to the sign-up location 30 minutes before the show to practice.

FastPass+ Kiosks:

- Main tip board near the end of Hollywood Boulevard
- To the right of the Muppet*Vision 3D entrance
- Tower of Terror's old FASTPASS machines to the left of the attraction entrance
- Toy Story Land entrance, to the left of the walkway into the land

One Day Plan – With a 7am Open and Slinky Dog Dash FastPass+

Use FastPass+ at:

- Star Tours: 9am – 10am
- Muppet*Vision 3D: 10am – 11am
- Slinky Dog Dash: 11:30am – 12:30pm or as early as possible

The Plan:

1. Immediately sign up for a Rise of the Resistance boarding group at park open
2. Ride Millennium Falcon: Smugglers Run: 7:10am – 7:35am
3. Ride Alien Swirling Saucers: 7:40am – 8am
4. Ride Toy Story Mania: 8:05am – 8:35am
5. Spend about an hour visiting characters, looking around Galaxy's Edge, grabbing breakfast, or whatever else you'd like: 8:35am – 9:35am
6. Ride Star Tours with FastPass+: 9:45am – 10:05am
7. See Muppet*Vision 3D with FastPass+: 10:10am – 10:40am
8. Ride Rise of the Resistance with your boarding group: 10:45am – 11:45am
9. Ride Slinky Dog Dash with FastPass+: 11:55am – 12:10pm
10. Book Rock 'n' Roller Coaster as a 4th FastPass+. Refresh availability for an early afternoon return time.
11. Have lunch: Woody's Lunch Box and Docking Bay 7 are close: 12:15pm – 1:15pm
12. Ride Rock 'n' Roller Coaster with FastPass+: 1:25pm – 1:45pm
13. Book Tower of Terror as a fifth FastPass+. Refresh availability until a convenient time is available.
14. See Lightning McQueen's Racing Academy or Beauty and the Beast Live on Stage: 1:50pm – 2:30pm
15. Ride Tower of Terror with FastPass+: 2:35pm – 3pm

One Day Plan – With an 8am Open and Slinky Dog Dash FastPass+

Use FastPass+ at:

- Star Tours: 9:15am – 10:15am
- Muppet*Vision 3D: 10:15am – 11:15am
- Slinky Dog Dash: 11:45am – 12:45pm

The Plan:

1. Immediately sign up for a Rise of the Resistance boarding group at park open
2. Ride Millennium Falcon: Smugglers Run: 8:10am – 8:35am
3. Ride Alien Swirling Saucers: 8:40am – 9am
4. Ride Toy Story Mania: 9:05am – 9:45am
5. Ride Star Tours with FastPass+: 10am – 10:25am
6. See Muppet*Vision 3D with FastPass+: 10:30am – 11am
7. Ride Rise of the Resistance with your boarding group: 11:10am – 12:10pm
8. Ride Slinky Dog Dash with FastPass+: 12:20pm – 12:35pm
9. Book Rock ‘n’ Roller Coaster as a 4th FastPass+. Refresh availability for an early afternoon return time.
10. Have lunch: Woody’s Lunch Box and Docking Bay 7 are close: 12:40pm – 1:40pm
11. Ride Rock ‘n’ Roller Coaster with FastPass+: 1:50pm – 2:10pm
12. Book Tower of Terror as a fifth FastPass+. Refresh availability until a convenient time is available.
13. See Lightning McQueen’s Racing Academy or do some shopping: 2:15pm – 2:45pm
14. Ride Tower of Terror with FastPass+: 2:55pm – 3:20pm

One Day Plan – With a 7am Open and Rock ‘n’ Roller Coaster FastPass+

Use FastPass+ at:

- Star Tours: 9:15am – 10:15am
- Muppet*Vision 3D: 10:15am – 11:15am
- Rock ‘n’ Roller Coaster: 11:30am – 12:30pm

The Plan:

1. Immediately sign up for a Rise of the Resistance boarding group at park open
2. Ride Slinky Dog Dash: 7:10am – 7:35am
3. Ride Alien Swirling Saucers: 7:40am – 8am
4. Ride Toy Story Mania: 8:05am – 8:35am
5. Ride Millennium Falcon: Smugglers Run: 8:45am – 9:45am
6. Ride Star Tours with FastPass+: 9:55am – 10:15am
7. See Muppet*Vision 3D with FastPass+: 10:20am – 10:50am
8. Ride Rise of the Resistance with your boarding group: 11am – 12pm
9. Ride Rock ‘n’ Roller Coaster with FastPass+: 12:15pm – 12:40pm
10. Book Tower of Terror as a 4th FastPass+
11. Have lunch: Sunset Ranch Market is close: 12:45pm – 1:45pm
12. See Lightning McQueen’s Racing Academy or Beauty and the Beast Live on Stage: 1:50pm – 2:30pm
13. Ride Tower of Terror with FastPass+: 2:35pm – 3pm

One Day Plan – With an 8am Open and Rock ‘n’ Roller Coaster FastPass+

Use FastPass+ at:

- Star Tours: 9am – 10am
- Muppet*Vision 3D: 10am – 11am
- Rock ‘n’ Roller Coaster: 11am – 12pm

The Plan:

1. Immediately sign up for a Rise of the Resistance boarding group at park open
2. Ride Slinky Dog Dash: 8:10am – 8:35am
3. Ride Alien Swirling Saucers: 8:40am – 9am
4. Ride Toy Story Mania: 9:05am – 9:40am
5. Ride Star Tours with FastPass+: 9:50am – 10:10am
6. See Muppet*Vision 3D with FastPass+: 10:15am – 10:45am
7. Ride Rise of the Resistance with your boarding group: 10:55am – 11:55am
8. Have lunch: PizzeRizzo, Backlot Express, and Docking Bay 7 are close: 12pm – 1pm
9. Ride Smugglers Run: 1:10pm – 2:10pm
10. Ride Rock ‘n’ Roller Coaster with FastPass+: 2:30pm – 2:50pm
11. Book Tower of Terror as a 4th FastPass+
12. See Lightning McQueen’s Racing Academy or do some shopping: 3pm – 3:30pm
13. Ride Tower of Terror with FastPass+: 3:35pm – 4pm

With a 6am Regular Open: Move the 7am touring plan steps one hour earlier, keeping in mind Muppet*Vision doesn’t usually open until 10am.

With a 9am Regular Open: Add an hour to each step in the 8am touring plan and potentially move lunch up a step or two so that you’re eating at a more reasonable time.

See the attached wait time charts to get an idea about how long waits for certain attractions will be throughout the day.

Fitting in Rise of the Resistance: Boarding groups are called when space in the queue is available, with eight to twelve boarding groups called per hour, on average. Groups are called more slowly when the attraction goes down for technical problems. Two hours into operation, about 20 boarding groups are typically called. If your boarding group hasn’t yet been called during that step in the plan, simply skip the step and head over to Rise once you’re eligible to board later in the day.

You may have the urge to head over to Rise of the Resistance immediately after your boarding group is called, potentially as a few minutes after park open. Because you have two hours to return to the ride after your boarding group is initially called, and with wait times that typically rise as it gets later in the morning, it makes more sense to experience other attractions in standby first, when waits remain short. You can move Rise of the Resistance earlier in the day, by riding immediately after your boarding group is called, but your waits for the subsequent attractions in Toy Story Land will be longer.

If you don’t care about experiencing Rise of the Resistance, eliminate that step and move the following attractions up an hour in the day.

After Rise of the Resistance Moves to Standby and Adds FastPass+: We expect most guests to rush to Rise of the Resistance first, and then ride Smugglers Run after. This phenomenon should make it possible to experience both attractions with short waits, provided you arrive early enough and move quickly. We see the same thing happen at Pandora at Animal Kingdom, where it's possible to ride Avatar Flight of Passage and Na'vi River Journey back to back with short waits given the fact that everyone rushes to Flight of Passage first. After Galaxy's Edge, move on to Toy Story Land.

LATE-ARRIVAL TOURING: Use FastPass+ at a Toy Story Land attraction and for two of the attractions from Tier 2 that you would like to experience. Most people will want to select Slinky Dog Dash in advance along with Star Tours and a show. Visit the anytime attractions in the afternoon when crowds are heaviest, prioritizing the shows that run on a set schedule. Visit characters in the last 60 to 90 minutes that they're scheduled to appear. End the evening with Fantasmic or the Star Wars Fireworks or visit Smugglers Run, Toy Story Mania, Alien Swirling Saucers, and Slinky Dog Dash (in that order) in the final two hours of park operation, when waits are shorter. Disney allows guests to enter the queue of any operating ride, with the exception of Rise of the Resistance, up to a minute before the park's posted closing time. Slinky Dog may still post a 40+ minute wait at the end of the night, but actual waits are routinely under a half hour. You may also elect to ride Smugglers Run last thing, when actual waits are usually under 30 minutes. It's not currently possible to experience Rise of the Resistance without an early arrival to secure a boarding group position.

Star Wars: A Galaxy Far, Far Away: This show, which takes place on a stage in front of Grauman's Chinese Theater, is typically scheduled at 10:30am, 11:30am, 12:30pm, 1:30pm, 3:30pm, 4:30pm, 5:30pm. The first show may be scheduled at 11:30am, in which case a show will be scheduled at 6:30pm. To see it, arrive about five minutes before show time and find a spot further back on the far left or right hand sides of the stage. Because the stage is low to the ground, it's difficult to see over people's heads from the center. For front row spots, arrive 30 minutes early.

FANTASMIC: Hollywood Studios' longtime nighttime spectacular is scheduled at least once almost every night. During extremely busy times, a second show is scheduled 90 minutes after the start of the first. Shows can start as early as 6:30pm or as late as 10pm. If two shows are scheduled, the second will virtually always be less crowded, especially if it begins at 9pm or later, due to the number of families that opt for the earlier show. If you're headed to the first or only Fantasmic, plan to arrive 60 to 75 minutes early to secure good seats together or use FP+ and arrive closer to 40 minutes early. For the second show, an arrival 20 minutes early should suffice. Seating is bleacher-style, uncomfortable, and without backs. The best seats are at least half way up as close to the middle as possible. The Fantasmic Dining Package, a fixed price meal at Hollywood Brown Derby, Hollywood & Vine, or Mama Melrose, guarantees a seat for the show along with the meal or full buffet. A Dessert Package with reserved seating is also available. Reserved seating for both is front and center and those using it should arrive at least 20 minutes before show time. FastPass+ has a reserved section next to the Dining Package section. Because the show is so late at night, most guests will want to use their pre-scheduled selections elsewhere and check to see if the show is available as an additional FastPass+ selection later in the day. While Fantasmic FastPass+ may not initially be available, there are thousands of spots available and people consistently cancel. Keep refreshing the app and Fantasmic should show up sooner or later.

STAR WARS FIREWORKS: What is now predominantly a projection show on the façade of the Chinese Theater with accompanying fireworks is usually scheduled once per night shortly after sundown. Guests wishing to see the fireworks, which are almost exclusively shot off on the right side of the building, will need to arrive at least 30 minutes prior to the start of the show and position themselves in the Center Stage area about half way between the Chinese Theater and the two tall projection towers near the end of Hollywood Boulevard. There's typically room to fill in this area. This is the ideal location for both the fireworks and projection shows.

WONDERFUL WORLD OF ANIMATION: Similar to the Disney Movie Magic show that preceded it, this 12-minute projection show features scenes from all of Disney and Pixar's animated movies from the last 90 years projected on the Chinese Theater with a few fireworks at the end. It's typically scheduled 20 to 30 minutes before the Star Wars fireworks and does a nice job of occupying viewers' attention until the main event begins.

FANTASMIC AND STAR WARS FIREWORKS ON THE SAME NIGHT: With the way the two nighttime shows are usually scheduled, it will be difficult or impossible to see both if only one Fantasmic is scheduled. Disney typically schedules the Star Wars Fireworks 15 or 30 minutes after the first Fantasmic or may even schedule the shows at the same time. If it's 15 minutes after, that makes it impossible to see both. If it's 30 minutes after, you'll have to quickly exit Fantasmic and try to find spots as close to the recommended viewing area as possible. With two Fantasmic shows, see the Star Wars Fireworks first followed by the second Fantasmic.

JINGLE BELL, JINGLE BAM: Disney typically offers a holiday-inspired projection show with accompanying fireworks in place of the Star Wars show from the first week in November through the first week in January. In 2019, the show ran from November 8, 2019 to January 5, 2020. The advice on seeing the show is the same as for Star Wars.

