



- First Hour Attractions
- First 2 Hours / Last 2 Hours of Operation
- Anytime Attractions
- Table Service Dining
- Quick Service Dining
- Shopping
- IllumiNations Viewing

Attractions followed by a + are FastPass+ enabled

Epcot Cheat Sheet

Rope Drop: Epcot has two entrances. At the main entrance, a brief welcome spiel will play over the speakers beginning at 8:45am. At 8:47am, Disney will begin letting guests into the Park. If things aren't quite ready, the welcome spiel may be delayed by a few minutes. There are no ropes inside and guests are free to head to the Future World attraction of their choice. From the International Gateway, there is no welcome spiel, but Disney admits guests at the same time as the main entrance. It is a slightly longer walk from the International Gateway, but with fewer people entering, Gateway visitors should arrive at Soarin' or Test Track alongside most guests entering from the main entrance. At the main entrance, arrive by 8:15am to ensure the shortest waits possible throughout the morning. At the International Gateway, arrive by 8:30am.

General Touring Philosophy: Because of its massive size and the long length of many of its attractions, Epcot is best experienced over two days. There are exactly two morning priorities – Soarin' and Test Track. Because they are about ten minutes away from each other and each takes about 20 minutes to experience even with a minimal initial wait, it's best to focus on one or the other over two separate mornings. This way, you significantly cut down on the amount of walking necessary and you won't run into waits longer than a few minutes all day. On your Test Track day, visit Future World East and the World Showcase Pavilions from Mexico through the U.S. On your Soarin' day, hit Future World West and the Pavilions from Canada through Japan.

With just one day, things are a bit more complicated. Fortunately, FastPass+ reservations cut down on walking. There are a few ways to make it work. First, Test Track has a single rider line with waits that are often shorter than standby or FastPass+. However, your group won't ride together and you won't have an opportunity to design a car in the regular preshow. You can enter the single rider line later in the day and find waits of 10 to 20 minutes. Second, you could use FastPass+ at Soarin' or Test Track to minimize afternoon waits. Third, if you're planning to skip IllumiNations, you could visit either Soarin' or Test Track in the morning and then the other right before close. Waits will be relatively short at the end of the night and you won't be wasting valuable touring time since the Park is closed. As long as you're in line before official Park close, you'll ride, regardless of the posted wait.

In World Showcase, the only attraction that sees waits is Maelstrom in Norway. It's best to ride before 12pm or after 7:30pm. You may otherwise need to wait a few minutes for the next show to begin in China, France, and Canada. They are all worth seeing. You generally get out of World Showcase what you put in – spend some time exploring and you'll get much more out of it than someone that simply walks past the Pavilions.

Characters: The Princesses in World Showcase can see substantial waits. Mickey, Minnie and Goofy at Character Spot can also see 20 to 40 minute waits. It's best to do Character Spot near Park close to avoid long waits or use FastPass+. If you're skipping Soarin' and Test Track in the morning, visit Character Spot right after Park open. Most other characters will have 5 to 15 minute waits. Random characters may also appear. Check in between the Canada and United Kingdom Pavilions and to the left of Liberty Inn in the United States in the afternoon.

FastPass+ Kiosks:

- Future World main tip/wait times board in front of fountain
- Future World West breezeway across from entrance to Character Spot
- Future World East breezeway outside Mouse Gear and across from Electric Umbrella
- Innoventions West
- Innoventions East – Main service center
- International Gateway in between United Kingdom and France Pavilions

FastPass+ Priority:

Tier 1 (Choose One)

1. Soarin'
2. Test Track
3. IllumiNations (not available every night)
4. Living with the Land

Tier 2 (Choose Two):

1. Mission: SPACE Orange
2. Spaceship Earth
3. Character Spot
4. Maelstrom
5. Mission: SPACE Green
6. Turtle Talk with Crush
7. The Seas with Nemo and Friends
8. Journey into Imagination with Figment
9. Captain EO

Ideal Two-Day Touring Plan Morning 1:

- Use FastPass+ at Soarin' and Choice of Two Tier 2 Attractions
1. Ride Soarin': 9am – 9:25am
 2. Ride Living with the Land: 9:30am – 9:45am
 3. Ride The Seas with Nemo and Friends at The Seas: 9:55am – 10:05am
 4. See Turtle Talk with Crush and Look Around the Seas: 10:10am – 10:40am
 5. Ride Soarin' with FASTPASS/FastPass+: 10:50am – 11:10am
 6. Have lunch at Sunshine Seasons in the Land or up in World Showcase

Afternoon and Evening: You have a lot of options depending on what you want to do and where you plan to have dinner. You won't find any waits at the attractions in Innoventions West or the Imagination Pavilion (Captain EO and Journey into Imagination with Figment) if you'd like to do those now. I like to head up to World Showcase beginning with the Canada Pavilion. Most people arrive around 10am and linger in Future World until the afternoon. Even though there aren't waits at the attractions in Canada, France, etc. touring the area in low crowds means you'll have an easier time perusing the shops and fewer people in front of you at the various acts.

Consider returning to Future World around 5pm. You'll be exiting World Showcase when crowds peak there and returning to Future World where waits will be short for everything other than Soarin' and Test Track. Head back down to Spaceship Earth in the evening on one of your days.

Ideal Two-Day Touring Plan Morning 2:

- Use FastPass+ at Test Track, Spaceship Earth, and Maelstrom
1. Ride Test Track: 8:55am – 9:20am
 2. Ride Sum of All Thrills in Innoventions East: 9:25am – 9:45am
 3. Ride Mission: SPACE: 9:55am – 10:15am
 4. Ride Test Track with FastPass+: 10:20am – 10:40am
 5. Ride Spaceship Earth with FastPass+: 10:50am – 11:10am
 6. Ride Maelstrom with FastPass+ when you'll be in the vicinity of the Norway Pavilion

What To Do Now: You have some options depending on what you plan to do in World Showcase and whether you're planning to head back to Future World. Now would be a fine time to visit Ellen's Energy Adventure or anything in Innoventions East other than Sum of All Thrills. But those are lengthy attractions that could be kept for a 5pm return. Consider heading up to World Showcase beginning with the Gran Fiesta Tour in the Mexico Pavilion. Then it's up to Maelstrom in Norway and the rest of the World Showcase. You can stay in World Showcase or take the boat in Germany back to Future World around 5pm when crowds thin. Standby waits will be short for anything other than Test Track, which has the single rider line, and Soarin'.

Ideal One Day Touring Plan with FastPass+:

Use FastPass+ at the following attractions:

- Character Spot: 11am – 12pm
- Soarin': 12pm – 1pm
- Spaceship Earth: 1pm – 2pm

The Plan:

1. Ride Test Track: 8:55am – 9:20am
2. Ride Sum of All Thrills: 9:25am – 9:45am
3. Ride Mission: SPACE Green or Orange: 9:50am – 10:10am
4. Ride The Seas with Nemo and Friends: 10:25am – 10:35am
5. See Turtle Talk with Crush: 10:35am – 11am
6. Visit Character Spot with FastPass+: 11:05am – 11:20am
7. Ride Living with the Land: 11:30am – 11:50am
8. Have lunch at Sunshine Seasons: 11:55am – 12:45pm
9. Ride Soarin' with FastPass+: 12:50pm – 1:15pm
10. Ride Spaceship Earth with FastPass+: 1:25pm – 1:45pm
11. Ride Journey into Imagination with Figment: 1:55pm – 2:10pm
12. See Captain EO if desired: 2:15pm – 2:45pm

Afternoon and Evening: Visit World Showcase beginning with Canada. Finish by riding Maelstrom in Norway and Gran Fiesta Tour in Mexico after 7:30pm if possible. Visit Character Spot as late in the evening as possible.

Two Day Late Arrival Plan Day 1

- Use FastPass+ at Spaceship Earth (10:30am – 11:30am), Maelstrom (11:30am – 12:30pm), Test Track (5pm – 6pm)
1. Arrive between 10:30am and 11am
 2. Ride Spaceship Earth with FastPass+: 11am – 11:20am
 3. Ride Gran Fiesta Tour: 11:35am – 11:50am
 4. Ride Maelstrom with FastPass+: 12pm – 12:15pm
 5. Have lunch. There are lots of options in World Showcase
 6. Explore Mexico through Italy and take boat in Germany or walk back to Future World by 5pm
 7. Ride Test Track with FastPass+: 5:15pm – 5:45pm
 8. Ride Ellen's Energy Adventure or explore Innoventions East: 5:50pm – 6:40pm
 9. Ride Sum of All Thrills: 6:45pm – 7:15pm
 10. Ride Mission: SPACE: 7:20pm – 7:45pm
 11. Have dinner. Electric Umbrella is nearby in Future World or head up to World Showcase.
 12. See IllumiNations or get in line for Test Track at 8:55pm

Two Day Late Arrival Plan Day 2

- Use FastPass+ at Turtle Talk with Crush (11am – 12pm), Character Spot (12pm – 1pm), and Soarin' (1pm – 2pm)
1. Arrive between 10:30am and 11am
 2. Ride The Seas with Nemo and Friends: 11:10am – 11:25am
 3. See Turtle Talk with Crush w/ FastPass+ and look around Seas Pavilion: 11:25am–12pm
 4. Visit Character Spot with FastPass+: 12:10pm – 12:20pm
 5. Have lunch at Sunshine Seasons: 12:30pm – 1:30pm
 6. Ride Soarin' with FastPass+: 1:35pm – 2pm
 7. Ride Living with the Land: 2:05pm – 2:25pm
 8. Ride Journey into Imagination with Figment: 2:35pm – 2:50pm
 9. See Captain EO and/or explore Innoventions West: 3pm – 3:30pm
 10. Tour World Showcase from Canada – United States
 11. If desired, return to Future World and visit Character Spot after 8pm
 12. See IllumiNations or get in line for Soarin' at 8:55pm

A late arrival is relatively straightforward over two days by using FastPass+ at the priority attractions on one side of the Park each day. Future World crowds thin after 5pm as most people move up to World showcase for shopping, dinner, and IllumiNations. Most nights, Captain EO, Journey into Imagination, Innoventions West, Innoventions East, Living with the Land, and Circle of Life close at 7pm. Waits are typically much shorter than the afternoon at the attractions that remain open through close.

4th FastPass+ Selection Availability: Slim. Test Track and Soarin' will most likely be unavailable by 12pm or have limited availability late in the evening. Living with the Land and low priority 2nd tier attractions may have availability, but it's usually easier to head to the attraction of choice and wait a few minutes rather than hunt down a kiosk and wait there.

IllumiNations: IllumiNations is the nightly entertainment at Epcot, scheduled at 9pm most nights. For the best spots, arrive 30 to 45 minutes before the start of the show. The problem you may run into when looking for a spot is that certain sections are roped off for private parties that have spent big bucks to get a prime spot on the water. So you may need a backup plan.

Best spots:

1. Base of the World Showcase directly across from the United States Pavilion. This "front of house" view is elevated with a direct view of the globe and fireworks. This area may be partially reserved for FastPass+.
2. The next best spot is the bridge connecting the UK and France. It can't be reserved and the IllumiNations cruisers will stop below you, enjoying a similar view.
3. The Italy Isola, or raised section across from Italy. Parts can be reserved, but the viewing location behind the seated guests is almost as good.
4. The stretch from Mexico to Norway is good. Areas closer to Norway have fewer people.
5. Other options: There's limited space outside Tokyo Dining on the second level in Japan. Limited viewing is available along Canada into the UK. There are areas to the right of the UK down stairs that are good locations, but they may be reserved for private events.
6. Rose & Crown has patio seating and a reserved platform for those dining inside prior to the show. La Hacienda de San Angel also has indoor viewing, but only some of the tables face the windows. It isn't a great choice if you're looking for a guaranteed view. Consider a meal that begins after 7:45pm.

After IllumiNations, hang out for 20 to 45 minutes and let others exit in front of you. It's a great opportunity to walk around World Showcase at night and take in the sights with fewer people around.

Wait Times in Minutes

Crowd Level 1 - 2

	9:30am	10am	11am	12pm	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm
Ellen's Energy Adventure	5	5	5	5	5	5	5	5	5	5	n/a	n/a
Gran Fiesta Tour	n/a	n/a	5	5	5	5	5	5	5	5	5	5
Journey into Imagination	5	5	5	5	5	5	5	5	5	5	n/a	n/a
Living with the Land	5	5	5	5	5	5	5	5	5	5	n/a	n/a
Maelstrom	n/a	n/a	5	10	15	15	20	15	10	10	5	5
Mission: Space Green	5	5	10	10	10	10	10	10	10	10	5	5
Mission: Space Orange	10	10	15	15	15	15	15	15	15	15	10	10
Seas with Nemo	5	5	5	5	5	5	5	5	5	5	5	5
Soarin'	20	30	30	40	40	30	30	25	25	20	15	10
Spaceship Earth	5	10	10	10	10	10	10	10	5	5	5	5
Sum of All Thrills	5	10	15	20	20	20	20	20	10	10	n/a	n/a
Test Track	20	30	40	40	40	40	30	30	30	30	20	20

Crowd Level 3 - 4

	9:30am	10am	11am	12pm	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm
Ellen's Energy Adventure	5	5	5	5	5	5	5	5	5	5	n/a	n/a
Gran Fiesta Tour	n/a	n/a	5	5	5	5	5	5	5	5	5	5
Journey into Imagination	5	5	10	10	10	10	10	5	5	5	n/a	n/a
Living with the Land	5	5	10	10	10	10	5	5	5	5	n/a	n/a
Maelstrom	n/a	n/a	5	20	25	25	25	20	15	10	10	5
Mission: Space Green	5	10	15	15	20	20	15	15	15	10	10	5
Mission: Space Orange	10	10	20	20	25	25	20	15	15	15	10	10
Seas with Nemo	5	5	10	10	10	10	10	10	5	5	5	5
Soarin'	30	40	40	50	60	45	45	40	35	35	25	20
Spaceship Earth	5	10	15	15	15	10	10	10	5	5	5	5
Sum of All Thrills	5	20	20	20	20	20	20	20	20	20	n/a	n/a
Test Track	30	50	50	60	60	60	50	50	40	40	30	20

Crowd Level 5 - 6

	9:30am	10am	11am	12pm	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm
Ellen's Energy Adventure	5	5	5	5	5	5	5	5	5	5	n/a	n/a
Gran Fiesta Tour	n/a	n/a	5	5	10	10	10	5	5	5	5	5
Journey into Imagination	5	5	10	10	15	10	10	10	10	5	n/a	n/a
Living with the Land	5	10	10	10	15	15	15	10	10	5	n/a	n/a
Maelstrom	n/a	n/a	5	20	30	35	35	30	25	20	15	10
Mission: Space Green	5	10	20	20	25	25	20	20	15	10	10	5
Mission: Space Orange	10	15	25	25	30	30	30	25	20	15	15	10
Seas with Nemo	5	10	10	15	15	15	10	10	10	10	5	5
Soarin'	30	40	50	60	70	70	70	60	60	50	40	20
Spaceship Earth	5	15	20	20	15	15	15	15	15	10	5	5
Sum of All Thrills	5	20	20	20	20	20	20	20	20	20	n/a	n/a
Test Track	30	50	60	70	70	70	60	60	50	45	30	20

Crowd Level 7 - 8

	9:30am	10am	11am	12pm	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm
Ellen's Energy Adventure	5	5	5	5	5	5	5	5	5	5	n/a	n/a
Gran Fiesta Tour	n/a	n/a	5	5	10	15	15	10	10	5	5	5
Journey into Imagination	5	10	15	15	15	15	15	15	15	10	n/a	n/a
Living with the Land	5	10	15	20	20	20	20	15	15	10	n/a	n/a
Maelstrom	n/a	n/a	5	30	40	40	40	30	25	20	15	10
Mission: Space Green	5	10	25	25	35	35	35	30	30	25	20	10
Mission: Space Orange	10	15	40	40	45	45	45	40	40	35	30	15
Seas with Nemo	5	10	10	15	20	20	15	15	10	10	10	5
Soarin'	30	50	70	80	90	90	100	90	90	70	60	40
Spaceship Earth	10	15	25	25	30	30	30	25	20	15	10	5
Sum of All Thrills	5	20	20	30	30	30	30	20	20	20	n/a	n/a
Test Track	40	60	70	80	90	100	100	90	70	60	50	40

Crowd Level 9

	9:30am	10am	11am	12pm	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm
Ellen's Energy Adventure	5	5	5	5	5	5	5	5	5	5	n/a	n/a
Gran Fiesta Tour	n/a	n/a	5	10	15	15	15	10	10	5	5	5
Journey into Imagination	5	10	15	15	20	20	20	15	15	10	n/a	n/a
Living with the Land	5	10	15	20	20	20	20	20	15	10	n/a	n/a
Maelstrom	n/a	n/a	10	30	40	45	40	30	30	20	15	10
Mission: Space Green	5	15	30	35	45	45	45	45	35	30	20	15
Mission: Space Orange	10	20	60	60	60	70	60	60	40	35	30	25
Seas with Nemo	5	10	15	20	25	25	20	20	20	15	10	5
Soarin'	45	70	90	100	120	120	110	100	90	70	60	50
Spaceship Earth	10	15	30	30	30	30	30	25	25	20	15	5
Sum of All Thrills	5	20	20	30	30	30	30	20	20	20	n/a	n/a
Test Track	50	70	90	120	120	120	100	100	80	80	70	60

Crowd Level 10

	9:30am	10am	11am	12pm	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm
Ellen's Energy Adventure	5	5	10	10	10	10	10	10	10	10	n/a	n/a
Gran Fiesta Tour	n/a	n/a	5	20	25	25	20	20	20	20	20	15
Journey into Imagination	5	15	25	35	35	35	30	25	20	20	n/a	n/a
Living with the Land	10	20	30	40	40	40	35	35	25	20	n/a	n/a
Maelstrom	n/a	n/a	10	45	60	60	60	50	45	40	30	20
Mission: Space Green	5	15	45	50	60	60	60	60	45	45	40	30
Mission: Space Orange	10	25	70	90	100	100	90	90	60	60	50	40
Seas with Nemo	5	10	20	30	35	35	30	30	20	15	10	5
Soarin'	60	90	120	150	150	150	120	120	100	90	70	60
Spaceship Earth	10	20	35	35	35	35	35	30	30	20	15	5
Sum of All Thrills	10	20	30	45	45	45	45	30	30	30	n/a	n/a
Test Track	70	100	120	150	150	150	120	120	90	90	80	60