

DARKWING DUCK

BIBLE

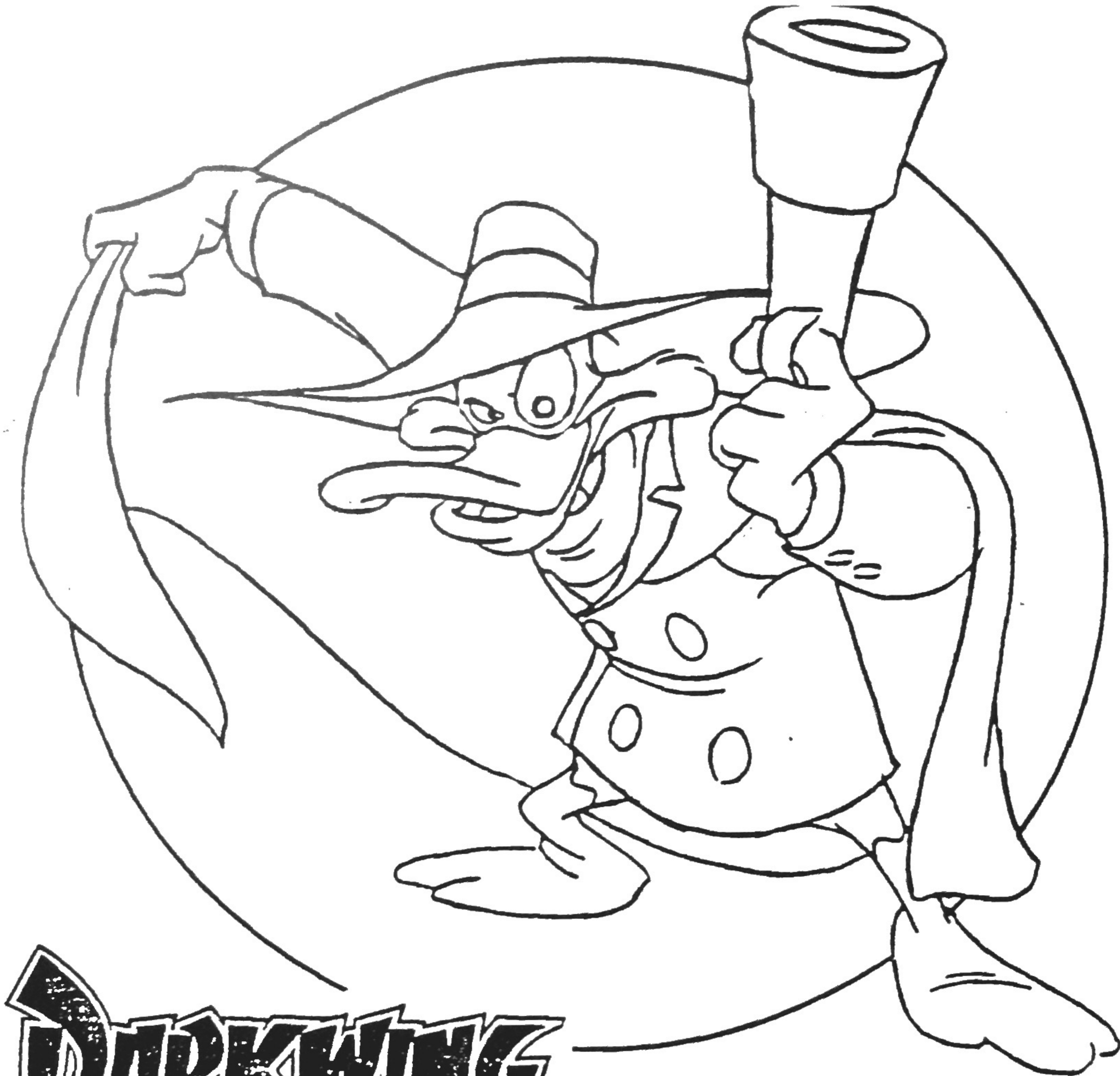
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WALT DISNEY PICTURES

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DARKWING DUCK

An Overview

You might think of him as just one in a long line of shadowy mystery men who haunted the pages of comic books and pulp magazines, but DARKWING DUCK has carved his own niche in the chronicles of crimefighting. A self-promoting, tongue-in-cheek superhero, Darkwing strikes a humorous balance between egotism and misjudgment.

He launches his battles against an assortment of colorful and humorous evildoers from DARKWING TOWER, high atop the Audubon Bay Bridge.

The life of Darkwing Duck, aka DRAKE MALLARD, was hopelessly

complicated with his adoption of GOSALYN, a firecracker of a nine year old who refuses to stay out of the action. He's aided in his adventures by his staunch, but often clueless sidekick, LAUNCHPAD McQUACK.

Although the usual mode of operation has Darkwing and Launchpad handling cases alone, there are plenty of times Gosalyn and her shy but brilliant buddy, HONKER MUDDLEFOOT, get involved in the adventures.

DARKWING DUCK is comedy/adventure series that combines the warmth and emotion of traditional Disney storytelling with the wild and broad execution of classic cartoon short subjects.



DARKWING DUCK

"I am the terror that flaps in the night!" The criminal spins at the sound of this echoing voice but only sees a cloud of blue mist. "I am the penalty for early withdrawal!" The crook is unnerved; his hand shakes, unable to aim a gun. "I am Darkwiiiiing Duck!"

At least that's how it's supposed to work, but for DRAKE MALLARD, alias DARKWING DUCK, things never work smoothly. He's an intense, self important duck whose natural talents for crimebusting are undermined by his personality foibles. Beyond that, even Fate seems to conspire against him, making weapons backfire, feet trip and fat guys in lederhosen fall on him at the most inopportune moments. In fact the fun of most episodes is in setting him up for the fall by letting him get cocky, hitting him with a major catastrophe, then picking up the pieces.

Convinced that criminals are unnerved by the unknown, he takes great pains with his entrances - often using smoke bombs, trap doors or wires to suggest near supernatural powers. His trademark voiceover starts with "I am the terror that flaps in the night." Then a humorous reference that describes an unpleasant situation or his connected to the locale, preferably both.

Some examples: I am...
the combination lock on the vaults of justice.
the road salt that rots the underside of your car
the lead actor who wants to renegotiate his contract.
the spider that creeps down your neck.
the winning lotto ticket you can not find.
the hangnail that will not be clipped.
the scrubbing bubble on the bathtub ring of crime.
the Darkwing voiceover examples that will not end...

You get the idea. That is followed by his "awe inspiring," "I am Darkwing Duck!" Often it works well (especially when in the third act), but many times he's greeted with a hail of gunfire or a bazooka shell with his name on it.

His planet-sized ego is what gets him into trouble more than anything else. What's more, it keeps him from being as sensitive to the feelings of others as he should be — especially to his daughter, Gosalyn. Toward the end of the episode he usually realizes what a bonehead he's been and tries to do the right thing, that's when Fate suddenly smiles and the case starts going his way. At this point, when he's got his act together and is about to pounce on the criminal, he turns to Launchpad and says his trademark call to battle. "Let's Get Dangerous!"

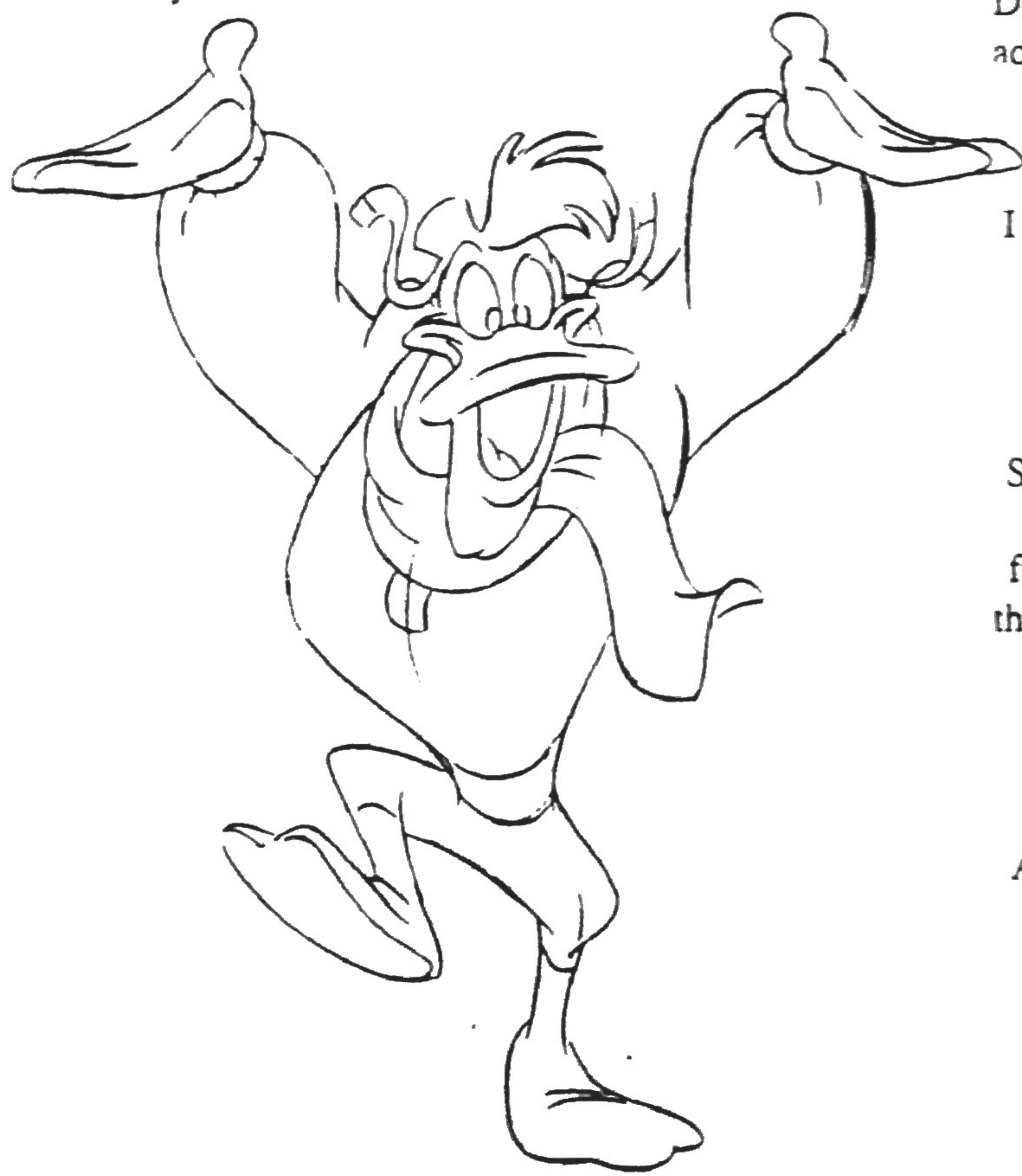
Darkwing loves using alliteration overkill to describe his current situation or to sum up his day's work. Sort of the "Captain's log" of the crime fighting set. However, this type of narration gag usually pops up only one or two times in an episode.

His guise of DRAKE MALLARD only becomes important in his relationship with Gosalyn and his well meaning but maddening neighbors, the MUDDLEFOOTS. He has no job other than being Darkwing Duck. We never explain how he pays his bills, although some episodes suggest that the international peacekeeping organization, SHUSH, supplies him with high tech equipment in trade for his occasional services.

ODDS 'N ENDS: Darkwing's normal speech is very colloquial. Avoid the Dudley Doo-right feel of stilted dialogue, even when facing an adversary. When his sidekick points out the obvious mistakes Darkwing has made, our hero might reply, "Thank you for sharing" is a quietly sarcastic tone.

He's very impatient and lusts for action: he hates sitting around waiting for something evil to happen. Darkwing's an adrenaline junkie who is completely intolerant of bureaucracy, overly complicated technology, and the LA TIMES ads that come on before the movie. This can be his undoing: he's the kind of guy who picks up a stick of dynamite to see why the fuse is taking so long — just as it goes off.

He is the star of the series and the focus of most episodes. Get him in his hat and cape as soon as possible and frustrate him whenever you can.



LAUNCHPAD McQUACK

Launchpad is the one element of DUCKTALES which is spinning off into DARKWING DUCK. As in DuckTales, he's a co-star, not the lead. His main roles are pilot/sidekick to Darkwing Duck, mechanic and sympathetic caretaker.

Launchpad found himself in the world of spies and crimebusting by accident, but once there, he loved it. However, he has a code of honor that's more suitable to Dudley Do-Right than to a modern crimefighter and is nonplussed when his adversaries don't follow it.

Launchpad is a big, naive kid with all the openness and trust of a toddler. He takes everything at face value. Curiously, this trait makes him the conscience of Darkwing Duck, although, like most things Launchpad does, it's unintended. He is not judgmental enough to lecture, but by stating the obvious, he keeps Drake from ignoring the consequences of his actions.

DRAKE

I don't care if it hurts her feelings! There's no way I'm gonna be seen on a date with her!

LAUNCHPAD

(innocent)

Shouldn't be a problem. Gert must be used to rejection. She's probably never had any friends. No chums, no pals, no one to share thoughts with. Heck you're probably the first guy that —

DRAKE

(interrupting)

ALL RIGHT! ALL RIGHT! I suppose we could go somewhere secluded.
(pause) (to himself, considering)
Maybe I could wear a disguise...

Launchpad's probably the most sympathetic of the lead cast. He can even feel sorry for the bad guys — which makes him an easy target for con jobs.

Perhaps surprisingly, because he's such a klutz, most of Launchpad's comedy is verbal, stemming from his lack of intelligence and literal bent. Sarcasm doesn't affect him because he doesn't understand it, irony is something he does with wrinkled shirts. He knows he's no genius but assumes it's part of his charm. He also has a streak of optimism in him that forces him to point out the silver lining of the darkest of clouds. When a bomb turns their property into a smoldering crater, he's the first to point out that their crab grass problems are over.

But when it comes to modes of transportation, McQuack is something of an idiot savant (heavy on the "idiot"). He can sit down at completely unfamiliar controls and, within moments, have the vehicle underway—although it might be in reverse. His motto remains "Any crash you can walk away from is a good one!" Although this doesn't mean he destroys his plane at the end of every flight, there are plenty of close calls resulting in dents, dings and unplanned aerobatics.

Even though he's a constant source of frustration, Darkwing appreciates Launchpad's friendship. Launchpad is loyal, he would never desert Drake, no matter how dangerous things get.



GOSALYN

Gosalyn is the adopted daughter of Darkwing Duck. She is nine years old, the perfect age to giggle about boys, join a ballet class and graduate from Raggedy Ann to Malibu Barbie. Of course, she's not doing any of that.

Gosalyn is a lightning bolt on wheels. Her fashion sense is dictated by sports equipment catalogs, she only dances in the end zone of a football field, and she's more likely to be found practicing her fastball than play-acting with a fashion doll.

Gosalyn has more in common with Bill Watterston's Calvin than the little girls who usually populate the airwaves. She is a tomboy with a capital "T"; a cocky mischief maker and very independent, probably too much so.

She is not a good student; although she admires the booksmarts of her good buddy, Honker, but doesn't consider them important in real life. In fact, Gosalyn has the wrong attitude about a lot of things and straightening her out gives us plenty of story lines.

Although the rest of the cast aren't necessarily the ones to do it.

Gosalyn's personal expression of awe is "Keen Gear!" which she uses instead of "Wow!" An alternate expression is "Cool beans!" She loves the tabloid side of popular media: horror films, comic books, action movies, loud music and stuff that is on the gross side. The danger in this portrait is that Gosalyn could become too tough to be likeable. It's her love of Drake, Launchpad and Honker that keep her sympathetic.

DRAKE has all the normal parental traits such as protectiveness, exasperation, and pride but they are magnified through his swinging emotions. When Gosalyn finally has her first real date, Drake will either act as a heavily armed chaperone or have to be sedated. Although he's often too self centered to respond to all Gosalyn's needs as soon as he should, make no mistake, Drake loves Gosalyn very much.

Gosalyn looks to **LAUNCHPAD** for a

sympathetic ear. She's his intellectual superior but, being a kid, her ignorance of the real world can even things up between them. In any case, she doesn't consider him stupid. Launchpad is devoted to GOSALYN. Since his own outlook is that of a kid, he gets caught up in Gosalyn's enthusiasm and doesn't always provide competent adult supervision. Gosalyn can double talk Launchpad fairly easily...of course, so can cottage cheese.



HONKER

Honker Muddlefoot is the shy voice of caution on the Darkwing Duck team. It's not that he's a coward, but only that he has the firmest grip on reality. The little guy is very likeable and very brilliant. He's a walking encyclopedia...with every other page missing.

That means, although he's extremely well read, his memory isn't the greatest. He can talk you through take off and put you on course, but he'll probably forget the chapters on landing. That's why he is never far from his backpack which always seems to carry just the right reference books that are needed on the mission. That's less a result of serendipity than it is an indication of Honker's methodical preparation.

The struggle for parental approval (and the risk of being pounded by his brother) instilled in Honker an abnormal fear of making mistakes, and so he prepares for any activity by reading about the subject, generating computer charts, and most of all, rechecking things over and over and over again. He hates to move before he's ready. Of course, in the middle of a mission, time is the one commodity you never have.

Honker's lack of self confidence rises from the lack of support from his parents. The Muddlefoots are generally nice people but they worry that he's "too bookish." Instead of being proud of his accomplishments, they encourage Honker to be "normal," more like his brother.

Honker is so shy that he rarely talks at all, except to GOSALYN, who was the first person to really listen to him. Gosalyn's self confidence easily overpowers Honker's caution. The two provide a humorous, child's-view of the adult world - a world that remains a mystery to them. There is a one sided, puppy-love affair between Honker and Gosalyn, with the little girl completely in the dark as to the devotion of her buddy.

Honker idolizes LAUNCHPAD as a boy might a supportive, protective older brother. McQuack makes no judgements on him and sincerely thinks Honker's a neat kid. He provides the adult approval that Honker never gets from his parents. This is what welds Honker to the Darkwing Duck "family."

As for Darkwing Duck, he always underestimates Honker and never expects the kid to be of any help. When Honker's plans work, Drake is amazed, but quickly covers it up, only muttering grudging thanks which make Honker beam with pride. Darkwing's main problem with Honker is that the kid is constantly, although tentatively, pointing out the flaws in the agent's plans.

Some notes of caution about Honker:
1) Do not play him as a geek or nerd. 2) He is not an inventor - he researches things and probably can modify an existing machine with the right reference books, but don't have him

creating robots and anti gravity machines for the school science fair. 3) Finally, though he is chubby, do not write "fat jokes." Honker is a quiet, naive kid who is finally opening up to a group of new friends. He is the only one outside Darkwing's "family" to be entrusted with Drake's secret. It is a trust he would never violate.

SECONDARY CAST



THE MUDDLEFOOT FAMILY

The Muddlefoot family makes Ozzie and Harriet's clan look like a street gang...except for Tank, who is a street gang. In fact, both Binkie and Herb tend to merrily trip through their lives oblivious to the distractions of reality. When they finally notice that something may be amiss, they are the masters of understatement. For instance, when a villain blew up their house, Herb's only comment to Binkie was a mildly accusing, "Uh, Hon? Did you leave tinfoil in the microwave again?"

The fun of this family is the intensity with which they try to be friendly. They show up on Drake's doorstep with chips and dip, positive that he'll want their company for the Miss Universe contest that they're sure he's watching. They host block parties and barbecues to make him feel part of the neighborhood. They are painfully considerate. Of course, this is all the last thing that a hero with a secret identity needs. Drake is used to privacy which is in very short supply around the Muddlefoot neighborhood.

HERB MUDDLEFOOT is an overweight, gladhanding, QUACKERWARE salesman (think Tupperware with an AMWAY mentality). He's not pushy about his products although he can't help pointing out the deficiencies of inferior brands ("Hey, guy! If it's a cracker - it ain't a Quacker!"). Basically, the job lets him work out of his home - within arms reach of the refrigerator and the TV set. He has nicknames for everyone from "Drakester" to "Gosarini." He treats everyone like a childhood buddy and has trouble seeing the bad side of anyone — and when he does, it's more likely a misgiving about that person's taste in barbecue condiments.

His wife, BINKIE, is the stereotype 50's mom who always has Kool-Aid in the refrigerator and fresh cookies in the oven. She thinks Gosalyn is adorable but certainly not feminine enough.

Honker's older brother, TANK MUDDLEFOOT is every kid's nightmare. He's the kind of lunchroom extortionist who ends up with all the Twinkies and your milk money too. He is totally self-centered and enjoys being rude and mean for fun. Somehow, his parents never seem to notice his behavior. He has not seen a lot of play in the series because Darkwing's adventures are rarely carried out within the neighborhood. The key to his use is to remind the audience who he is by letting him perform some really obnoxious act, then give him a royal comeuppance.

GOSALYN is the first person to stand up to him, and she does it beautifully. An

eternal bastion of male chauvinism. Tank can't stand the thought of her being better than he is — in anything.

DARKWING tries avoiding the Muddlefoots at all costs, but when cornered he is polite and long suffering; he keeps his sarcasm under his breath.

On the other hand, LAUNCHPAD likes his suburban neighbors, and chats it up over the clothesline with Binkie. He and Herb love watching the football games together; Launchpad generously invites Herb to watch on Drake's set. As much as Drake tries to avoid the neighbors, Launchpad encourages their friendship — and as a result, often gets close to exposing Drake's secret.



SHUSH

From time to time, Darkwing is asked to take a hand in the battle against espionage by accepting an assignment from SHUSH, an international agency too secret to name. It combats injustice around the world, whether it be a mad dictator's scheme of espionage or a master criminal's scheme to raid the banks of a major city. When the normal agencies of justice are in over their heads, they call SHUSH to bail them out. SHUSH's seemingly eternal adversary is an eccentric collection of evildoer's and malcontents known as F.O.W.L., the Fiendish Organization of World Larceny.



J. GANDER HOOTER

J. Gander is the very English, very powerful yet soft spoken head of SHUSH. Hooter would like to think that he was as dashing as Darkwing when he was young. Of course, the director would be a lot less impressed if he saw how Darkwing really gets things done. AGENT GRYZLIKOFF is always trying to point that out to his boss, but J. Gander writes his opinions off as petty professional jealousy. As it is, Hooter only sees the results, and the results make him Darkwing Duck's biggest fan.

J. Gander has no idea of Darkwing Duck's true identity, nor of where his home or secret headquarters are. But he thinks the masked mallard is the perfect remedy for the "by the book" mentality of the SHUSH bureaucracy. When he needs to speak with the masked adventurer, he sends off one of the tiny, rocket-powered Thunderquacks.

LAUNCHPAD is largely ignored by Hooter, who is constantly mispronouncing his name (Lunchpail, Launchquack, Stampad, whatever). The kids never go to meetings at SHUSH, so if GOSALYN or HONKER met J. Gander or Chief Agent Gryzlikoff, the agents would treat them like out of place little kids.



CHIEF AGENT GRYZLIKOFF

Gryzlikoff is the huge Russian bear who takes it as a personal insult when Darkwing Duck is called in on a case. He is rigid and unimaginative in his views and operates only by "accepted agency procedure."

His strength is tremendous and temper is short, a volatile combination around Darkwing Duck who can't resist goading him behind J. Gander's back. They have a no-holds-barred feud going which they only control when the SHUSH director is looking at them. In the field, it's a different story.

Every once in a while, Gryzlikoff accompanies Darkwing on a mission - during which he usually gets trashed. Darkwing loves to strand him doing some physical task (like holding up a mine shaft) so that he and his team can operate in their own style.

Gryzlikoff still has trouble with the English language and malapropisms often find their way into his dialogue. "I have just received and overseas commiseration concerning Darkwing Duck. Sometimes I think he is expiring against me to drive me banana splits!"

STORIES

In general terms, each Darkwing Duck story begins with a "comic book cover." To clarify, in the same way that a comic book looks for a cover image that will turn a browser into a buyer, we need the central idea, scene or image, that will make the audience want to tune in your episode of Darkwing Duck?

For instance, in **ADUCKYPHOBIA**, Darkwing grows four extra arms and spits web like a spider, **HEAVY MENTAL** features a Launchpad McQuack with incredible psychic powers and a head the size of two watermelons; **BEAUTY AND THE BEET** turns a wimpy research scientist into an ambulatory plant who controls the entire plant kingdom; in **TWITCHING CHANNELS**, Darkwing is transported to the human world where he meets his alleged "creators."

Sometimes it's not so much an image as it is an idea: **F.O.W.L.** tricks Gizmoduck into battling Darkwing Duck in **TIFF OF THE TITANS**; under alien control, shy **Honker** nearly becomes dictator of the world in **BATTLE OF THE BRAINTEASERS**; **SHUSH** thinks Herb Muddlefoot is a master spy in **SMOOTH SALE-ING**: the city bestows fame and glory on Launchpad when it believes him to be Darkwing Duck in **A DUCK BY ANY NAME**; in the episode, **DEAD DUCK...he dies.**

Beyond the intriguing concept lies the character story. The series is really about a specific individual and the people in his life. How he deals with life's obstacles and surprises creates humorous and warm stories. The fact that this individual happens to be a "superhero" takes those stories to extremes. These are not detective stories: don't try to lay down a network of intriguing clues unless they are very funny or really showcase aspects of Darkwing's personality. Often, what Darkwing or Gosalyn is going through emotionally provides a plot of its own.

But don't go sappy on us. Emotional stories are fun because they tell us more about the personalities of our characters and personality humor is what drives DARKWING DUCK.

The typical story should be fairly simply so as to allow plenty of room to play it out in comic terms. Don't rush through storybeats. If you decide to send Darkwing camping, as we did in BEARSKIN THUGS, you can spend an act and a half playing out his attitude on camping (he likes it) against Gosalyn's (she doesn't) and on the problems of pitching camp, fishing, cooking and the unexpected arrival of the Muddlefoot family. The story line keeps the momentum going and keeps the audience interested, but our episodes have more in common with the classic short subjects than feature films.

The most important word in DARKWING DUCK is:

CARICATURE

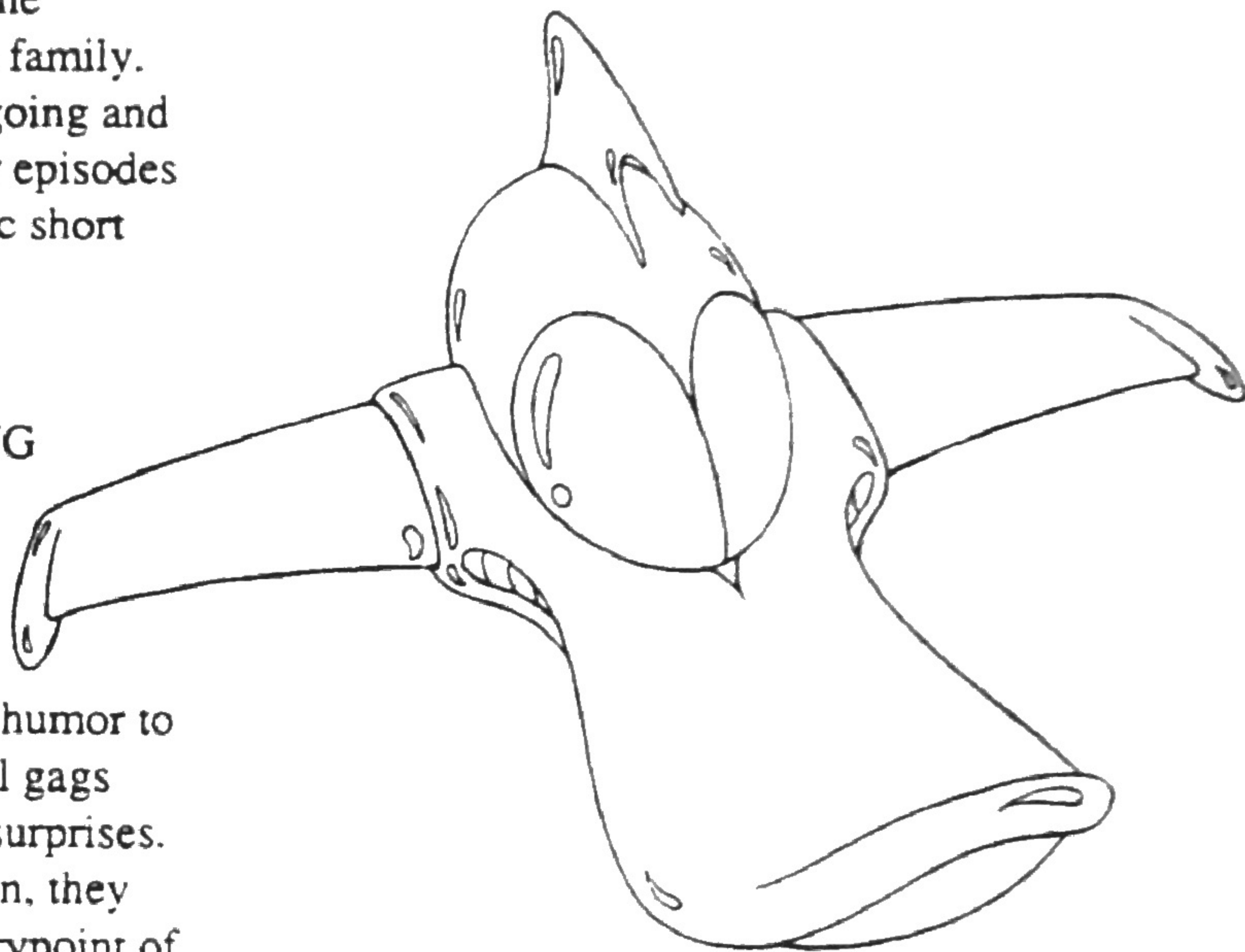
This series has a lot of wacky humor to it. There are plenty of broad, physical gags and a scattering of truly off-the-wall surprises. But they all have one thing in common, they caricature the action or emotional storypoint of the scene. We try to keep a sense of reality in the show — a crazy, far fetched reality, but reality none the less. Although our characters often talk to Camera, we avoid any references to the fact that our audience is "just watching a cartoon." We want the audience to remain involved. For instance, in the aforementioned episode, TWITCHING CHANNELS, rather than telling kids our show is made of mere animated drawings (as in the brilliant Chuck Jones cartoon, DUCK AMUCK), we explained that Darkwing Duck is real, but just operating in a different dimension.

A word on "battles": In playing with the comic book genre, it's tempting to put in a lot of fights between hero and villain. Proceed

with caution for the action of the fights should be specific, funny and show the personalities of the participants. If you develop an outline filled with battles, you'll learn that you'll usually run out of gags after the first two face-offs.

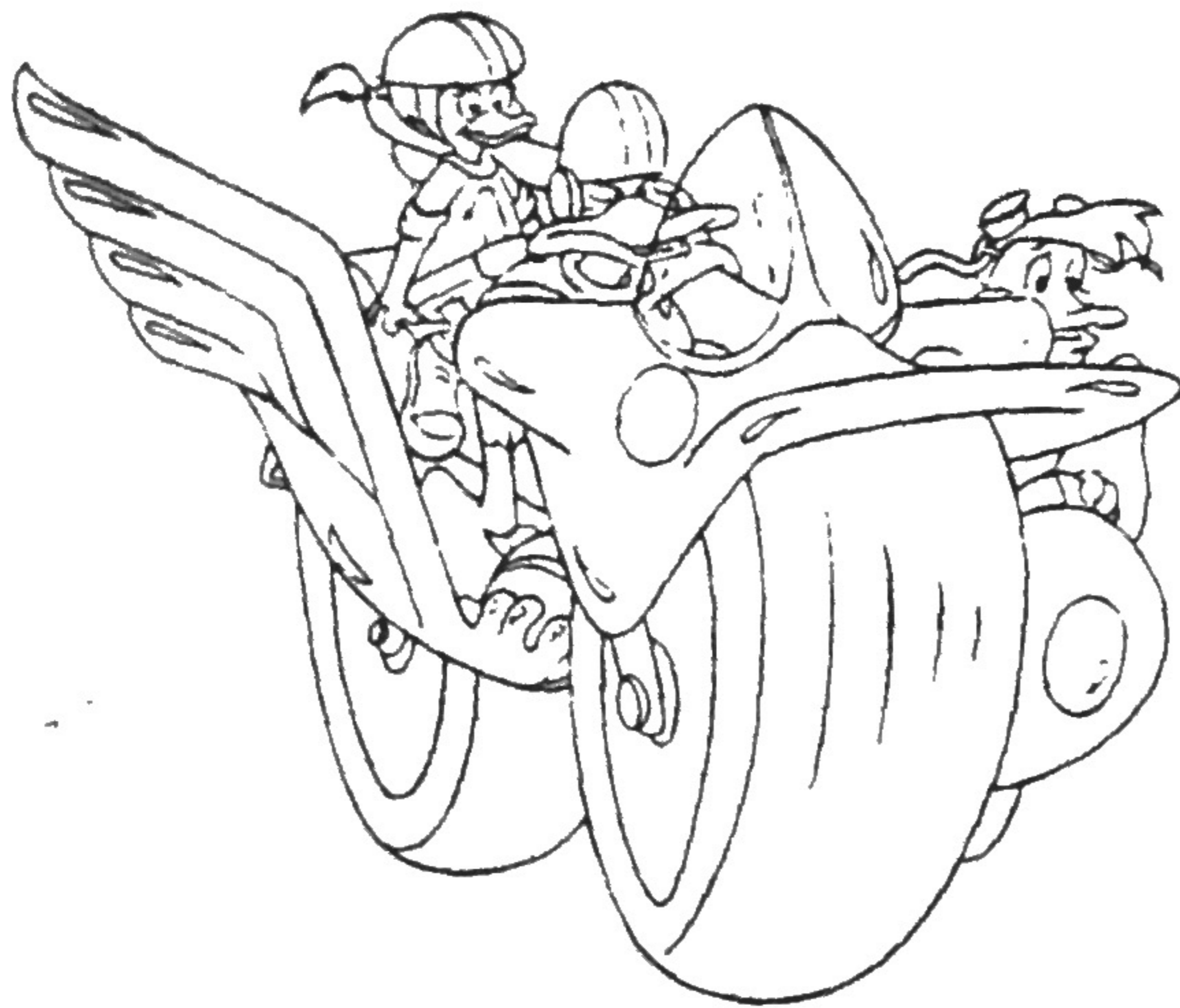
More than anything else, pitch a story that you can make funny!

VEHICLES



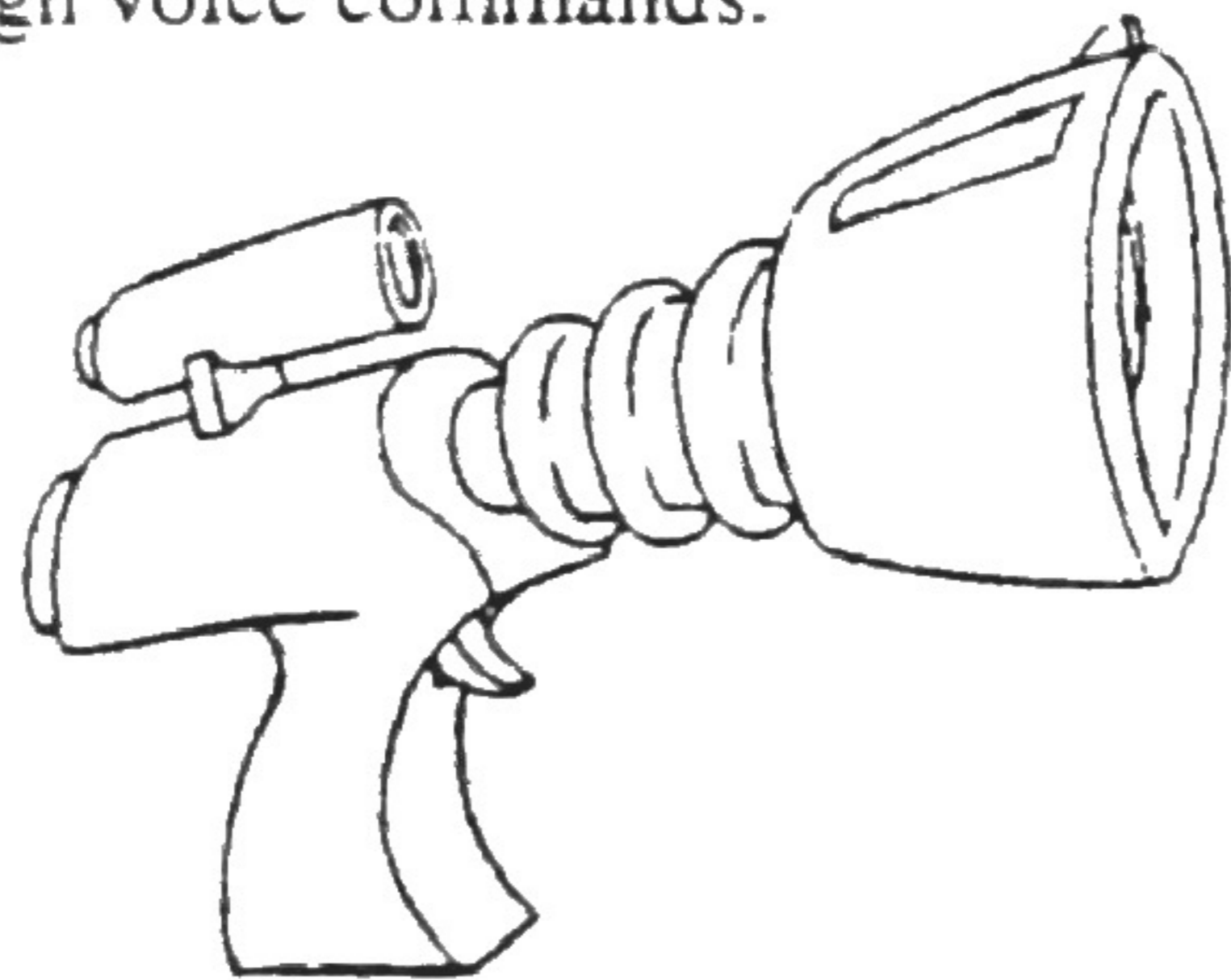
THE THUNDERQUACK

There are two basic vehicles in the Darkwing armada: THE THUNDERQUACK is his jet that looks like a duck's head with wings. It enters his secret headquarters by crashing into the waters of the Audubon Bay. It travels submerged to the base of the suspension bridge where doors slide open to admit it. Launchpad is always the pilot of the Thunderquack. Visually, it can take on a limited personality when flown. For instance, if it hit a cliff, it might shake its "head" to clear it before flying on.



THE RATCATCHER

Darkwing Duck patrols the city on his earth stompin' street machine, the motorcycle (with optional sidecar) which he lovingly refers to as RATCATCHER. This is a super-heavyweight machine that looks like a duck (of course). The sidecar detaches and can be driven separately, balancing on one wheel like a unicycle. It can operate by remote control through voice commands.



“SUCK GAS, EVILDOER!”

The one device that Darkwing uses repeatedly is his gas gun. It usually doesn't buy him much of an advantage. Sometimes when he wants to fire knockout gas, he gets laughing gas instead or itching powder or sneeze gas or whatever. But remember, in all cases it's not the gimmick, it's the guy. Technical devices should be funny in themselves or end up making things harder for our hero, not easier.

Although the device itself can be made outrageous by using cartoon license to put something way too large in a small package, we would rather concentrate on the effects it has on the personality who's using it. For instance, a small “BIC” type cigarette lighter is actually a powerful welding torch. We might start with Darkwing Duck being cocky about using it to escape a vault.

DARKWING DUCK

I'll soon reduce this door to a meaningless mass of molten metal mincemeat.

Darkwing “flicks his Bic” and immediately <ROCKETS> OUT OF SHOT, pulled by the power of the lighter. (Chuck Jones timing: arm stretches OS first, surprised look on face, body, then feet follow) CAMERA SHAKE and <OS GONG> as he hits the opposite wall.

Depending on the amount of time we have to play out the gag, one of two things might happen next:

PAN OVER to Launchpad who is peering through a Darkwing Duck shaped hole in the metal. He's very impressed.

LAUNCHPAD

Way ta go, Darkwing. Those crooks would never expect you to go out the back way.

OR

Darkwing staggers back INTO SHOT, stars swirling around his head <BABY CHIMES>. He shakes of his stupor and glares at the lighter he holds in front of his beak. He looks sideways AT CAMERA and gives a phoney smile.

DARKWING DUCK

A mere matter of fuel adjustment.

He twists a dial and a small, but intense flame <JETS> from the lighter. In a blur, he leaps to

the vault door (suddenly wearing a welder's helmet) and efficiently cuts a rectangular opening. He straightens, lifts his visor, and cockily smiles AT CAMERA.

DARKWING DUCK

The proverbial piece of cake!

He wiggles his eyebrows AT CAMERA, then <WHAM!> the metal rectangle slams down on top of him.

DARKWING DUCK ROGUES GALLERY



The heroism of a man is measured by the strength of the opponents he overcomes. That's a good starting point, but because this series is a comedy, our villains must be more than just...uh...villainous. We want outrageous adversaries in the vein of the Joker, Riddler, Penguin and Dick Tracy's rogues gallery.

Our best villains have unique powers or specialties such as MEGAVOLT'S electric abilities or QUACKERJACK'S obsession with toys. But beyond that, we've tried to give Darkwing's adversaries distinctive personalities. BUSHROOT, the mutant plant duck, has the ability to animate the entire world of plants, yet his timid personality keeps him from being all that effective. STEELBEAK, the chief agent of F.O.W.L., could have been a straight villain but his vanity and unflustered manner make him a standout.

BUSHROOT

Once a nerdy research scientist, Dr. Reginald BUSHROOT, tried to graft chlorophyll to animal cells so people could snack on sunlight. But when his funding was cut, Bushroot experimented on himself and was transformed into a mobile plant being who can control all flora! He now commands ivy vines to attack like boa constrictors, oak trees to pound down walls and cacti to hurl their needles with deadly accuracy. But Bushroot is a terrible villain.

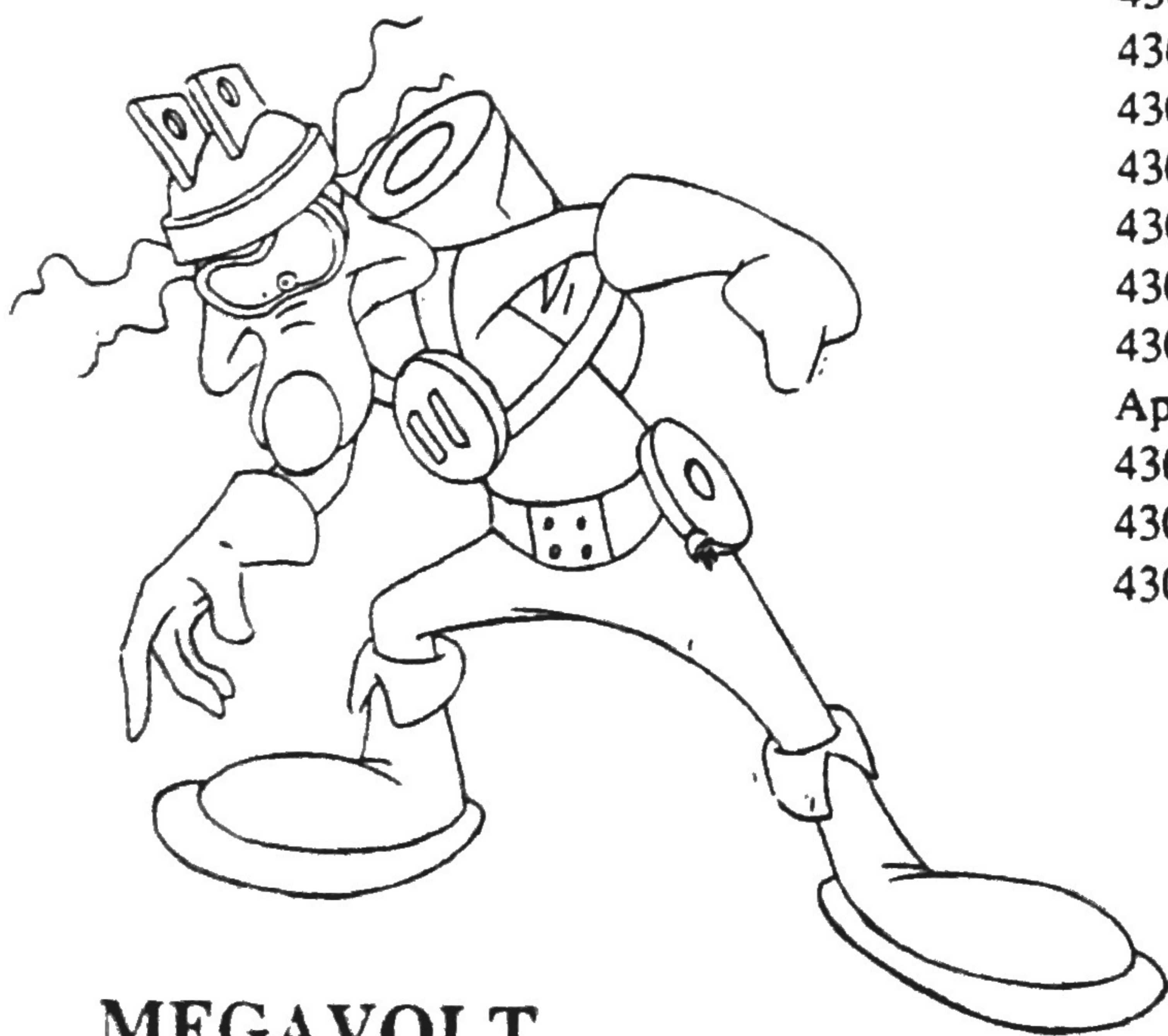
That is, he's terrible at being a villain. It's his low self esteem: he's still a nerd at heart...er, stamen...pistil, whatever. He's not aggressive enough to plot any really big crimes...but he can't pass up a criminal

opportunity that seems relatively risk free. When travelling with the other members of THE FEARSOME FIVE, he's a victim of peer pressure. The irony is that he's somewhat of a coward, even though his powers, properly used, could make him somewhat invincible.

Bushroot is unique among villains for another reason, he's practically immortal. No matter how he gets sliced, diced, mulched or wilted, there's always some root, tuber or cutting that manages to replant itself and grow back into the familiar Bushroot.

Bushroot appears in:

- 4308-018 "Beauty And The Beet"
- 4308-024 "Easy Come, Easy Grows"
- 4308-040 "Night Of The Living Spud"
- 4308-047 "Justice Ducks For All - Part One"
- 4308-048 "Justice Ducks For All - Part Two"
- 4308-051 "Darkwing Doubloon"
- 4308-060 "A Bushroot Christmas"
- 4308-062 "The Incredible Bulk"
- 4308-067 "Twin Beaks"



MEGAVOLT

MEGAVOLT is a living battery who is a master of all things electrical. With a touch of his glowing finger your household appliances can become his weapons of vengeance. He can skate along powerlines or sense the position of electrical conduits beneath the city streets. He can turn iron beams into giant electromagnets and throw lightning-like bolts of energy. He is a formidable adversary who has a personal vendetta against Darkwing Duck.

Which would be pretty scary if his "power trips" hadn't fried his brain a long time ago. Now the guy talks to light bulbs for company. Rather than being solely money oriented, many of his crimes deal with him stealing strange electrical objects - the first light bulb, a prototype electric car, all the garage door openers in St. Canard, all sorts of zany things...especially things that he gets a big "charge" out of.

When he's operating with THE FEARSOME FIVE, he feels a special kinship with QUACKERJACK — who is just as crazy as he is.

Megavolt appears in:

- 4308-017 "Duck Blind"
- 4308-025 "Negaduck"
- 4308-036 "Comic Book Classic"
- 4308-042 "Up, Up And Awry"
- 4308-047 "Justice Ducks For All - Part One"
- 4308-048 "Justice Ducks For All - Part Two"
- 4308-049 "Reverse Universe Story"
- 4308-050 "A Revolution In Home Appliances"
- 4308-051 "Darkwing Doubloon"
- 4308-065 "Twitching Channels"
- 4308-066 "Stressed To Kill"



TUSKERNINNI

Possibly the most flamboyant of all Darkwing Duck's villains, TUSKERNINNI commits crimes that lend themselves to cinematic variations. He was literally a starving actor in his youth, but when he became successful enough to pay a food bill, he proceeded to eat himself out of every role.

Tuskerninni often films his crimes, giving himself the starring role. He is aided by a gang of three, shifty-eyed, identical, mute penguins. He often dresses up in costumes that will make for a colorful celluloid character, such as "Walrus Earp" or the "Wicked Walrus of the West." Tuskerninni is useful as a generic villain because, although his MO is interesting, it needn't upstage a strong personal story about one of our regular characters.

Tuskerninni appears in:

- 4308-006 "A Duck By Any Other Name"
- 4308-015 "Hush, Hush, Sweet Charlatan"
- 4308-034 "Film Flam"
- 4308-037 "Slaves To Fashion"
- 4308-046 "Adopt-A-Con"



QUACKERJACK

Definitely Darkwing's most colorful foe, QUACKERJACK is a crazed, toy obsessed jester whose mainspring sprung a long time ago. Quackerjack was once the head of a toy company that was pushed out of business by the video game fad...of course, the fact that his toy soldiers fired real guns and his teddy bears had an appetite for poodles didn't help his sales either.

The loss of his toy company pushed Quackerjack over the brink (although some say he jumped willingly on a pogo stick). Now he toys with disaster using bizarre and often giant-sized playthings to commit crimes. He's capable of huge mood swings from the pit of despair to the peak of ecstasy in the blink of an eye.

Quackerjack is often aided by MR. BANANA BRAIN, his ventriloquist puppet, and an assortment of novelty "chattering teeth" (outfitted with homing devices that zero in on your tailfeathers with quillpoint accuracy). He often commits crimes with THE FEARSOME FIVE and especially enjoys the company of his insane compadre, MEGAVOLT.

Quackerjack appears in:

- 4308-023 "Toying With Disaster"
- 4308-043 "Toys Czar Us"
- 4308-044 "Days Of Blunder"
- 4308-047 "Justice Ducks For All - Part One"
- 4308-048 "Justice Ducks For All - Part Two"
- 4308-049 "Reverse Universe Story"
- 4308-051 "The Darkwing Doubloon"
- 4308-059 "Medieval Story"
- 4308-066 "Stressed To Kill"



STEELBEAK

STEELBEAK is the chief agent of F.O.W.L., the Fiendish Organization for World Larceny. He is a cocky, strutting rooster with the sleazy personality of a pickup artist. He is very strong and capable of bending iron bars in his metal beak. Yet he hates getting his hands dirty. He regards F.O.W.L., not as an ideological master, but as a high paying employer. So he lets the F.O.W.L. EGG MEN do the grunt work whenever possible and could care less if they expire in the process. To him they aren't even human but merely cannon fodder. As the Imperial Stormtroopers were to Darth Vader, so are the Egg Men to Steelbeak.

He is very chummy when speaking to Darkwing Duck, especially when the caped crimebuster is snared in one of his traps. Although Steelbeak is very clever, one gets the idea that he's usually following someone else's plan.

Steelbeak appears in:

- 4308-001 "Water Way To Go"
- 4308-014 "Trading Faces"
- 4308-029 "Bearskin Thugs"
- 4308-032 "Tiff Of The Titans"
- 4308-039 "Cleanliness Is Next To Badliness"
- 4308-045 "Smarter Than A Speeding Bullet"



LIQUIDATOR

When BUD FLOOD, bottled water magnate and pitch man, tried to poison his competitor's factory, he was stopped by Darkwing Duck! Unfortunately, he fell into a vat of the polluted ooze and was transformed into LIQUIDATOR! He is a creature entirely composed of water who can manipulate all liquids. For instance, he can turn a river rubbery or transform the contents of water coolers into gremlin-like henchmen. But more often, he merely molds his body into any shape that suits his fancy, turning his hands into giant hammers or stretching his form to impossible heights.

What is just as distinctive as his powers is his personality. He is the ultimate Madison Avenue super salesman. He speaks in advertising lingo. When running away, he might say, "Four out of five dentists polled say, 'Let's get the floss out of here!'" When

introducing Darkwing to some further torture, he'd say, "But wait! There's more!" This crook lives for K-Tel record commercials.

He gets on the nerves of the other members of THE FEARSOME FIVE because he's so "up" all the time.

Liquidator appears in:

4308-026 "Dry Hard"

4308-047 "Justice Ducks For All - Part One"

4308-048 "Justice Ducks For All - Part Two"

4308-049 "Reverse Universe Story"

4308-051 "Darkwing Doubloon"



NEGADUCK

When it comes to arch-enemies and nemeses, Darkwing's archest and nemesiest is NEGADUCK! His origin is sketchy (we keep changing it whenever we get a new idea) but his character is clear cut. He represents the worst in all of us. Think of him as the evil Mr. Hyde to Darkwing's Dr. Jeckyll. He hates everything that is sweet and good.

Cliche animated villains are merely evil for the sake of being evil. But although this is true of Negaduck, the fun is carrying it to extremes. Show him a bunny, he'll reach for a shotgun. A trilling nightingale? "Where's my bazooka?"

Negaduck formed the FEARSOME FIVE, made up of himself, MEGAVOLT, QUACKERJACK, LIQUIDATOR and BUSHROOT. Although he has no powers or gimmicks, he keeps them in line with the sheer power of his personality. He constantly treats them unfairly, inspiring plots of mutiny which are doomed to failure.

Negaduck looks exactly like Darkwing Duck, only the colors of his costume are different. The familiar purple hues are replaced by yellow, crimson and black.

Negaduck appears in:

4308-025 "Negaduck"

4308-057 "Going Nowhere Fast"

4308-063 "Disguise The Limit"

4308-064 "Let's Get Respectable"

4308-068 "A Darkwing Valentine"

And as the leader of the Fearsome Five in:

4308-047 "Justice Ducks For All - Part One"

4308-048 "Justice Ducks For All - Part Two"

4308-051 "Darkwing Doubloon"



MOLIARTY

MOLIARTY is a mole mastermind from beneath the surface of the Earth who has the voice of Truman Capote, the ego of Narcissus and the stature of Billy Barty. He's amazed that people aren't blinded by his brilliance.

Although he has no special powers, he can lead an army of mole soldiers who are only too happy to follow him (it breaks the boredom of watching mold grow). He usually is bent on wiping the world clean of its current inhabitants so that the race of moles can assume its rightful place on the surface.

Moliarty appears in:

4308-007 "That Sinking Feeling"

4308-021 "Aduckyphobia"



AMMONIA PINE

A top F.O.W.L. agent, AMMONIA PINE is an anal retentive cleaning woman who was turned evil by inhaling an experimental toilet disinfectant. She can't stand dirt and tends to use a lot of cleaning puns. Her modus operandi includes armored street sweepers, giant vacuum cleaners, a bubble bazooka, etc., you get the idea.

Ammonia Pine appears in:

4308-004 "Dirty Money"

4308-039 "Cleanliness Is Next To Badliness"

HEROIC GUEST STARS

Darkwing Duck is not the only character in the series to fall into the category of "super hero." From time to time, Darkwing has teamed with others to fight for the cause of justice. Invariably, Darkwing begins thinking

he's better than the other guy and ends up looking really stupid. Everytime there's a team up, Darkwing's ego comes to play. When he finally gets it under control, he comes out smelling like a rose.

Several of the following characters were teamed up to form JUSTICE DUCKS in order to fight the overwhelming threat of THE FEARSOME FIVE. Although they seem like a powerful team on the surface, their personalities get in the way. This insures plenty of frustration for Darkwing Duck and plenty of comedy for the audience.



COMETGUY

Strange visitor, from another planet, this hugely-muscled human comes to St. Canard with powers far beyond those of mortal ducks. He has fantastic strength and the ability to fly; he can toss flaming comets; his Comet-Hearing can detect the sound of a lock being forced miles away; and his frigid Comet-Vision can freeze anything instantly. Cometguy's home planet, MERTZ, is populated entirely by superheroes, with nary a criminal in sight. He comes to St. Canard in his tiny spaceship, which he wears as a hat. How he manages to

squeeze in and out of this miniscule craft remains a mystery.

Cometguy has only two weaknesses. First: when he hears a bell, he begins to dance and cannot stop until he hears a whistle. When this happens, his costume changes into a dance outfit - a different one each time, like a tuxedo, or tights and a tutu. And second: he just isn't all that terribly bright, or coordinated, or really in the least bit competent as a superhero. He is very gullible, often being tricked into assisting the villain he's attempting to thwart.

Nonetheless - with his battle-cry: a robust "HO!" - Cometguy always triumphs in the end, due to his basic goodness, and simple tenacity.

Cometguy's ineptitude infuriates Darkwing, largely because he's always the one who's injured by the big galoot's clumsiness. Darkwing's willingness to help Cometguy stems primarily from his respect for Cometguy's goals - the obliteration of evil - and from his fear that if Cometguy is left unsupervised, he might accidentally wipe out the planet.

Cometguy appears in:

4308-045 "Smarter Than A Speeding Bullet"

4308-061 "Planet Of The Capes"



MORGANA MACAWBER

MORGANA is Darkwing Duck's romantic interest who's supernatural nature is open to question. Although she has magical powers of indeterminate strength, she tries her best to fit into the "normal" world of Darkwing Duck. She's creepy by nature, in a Charles Addams sense. When asked to think pleasant thoughts, she dreams of foggy nights in a graveyard or the way the moon gleams off a polished skull. She's very self conscious about her bizarre tilt which makes her powers undependable.

She was originally a crook whose affection for "Dark" swayed her to the side of good and is now a member of the JUSTICE DUCKS. Gosalyn thinks she's the greatest because anybody who lets a giant spider perch on her shoulder (the grumpy ARCHIE) and bats live in her hair (the eager to please EEK and SQUEAK) is A1 in her book.

SPECIAL NOTE: Morgana first appeared in the episode FUNGUS AMONGUS as the head of a ghoulish board of directors who turned out to be mushrooms. She was very domineering except for the fact that she let fungus tell her how to run her business. That script should not be used as a guide to her personality.

Morgana appears in:

4308-010 "Fungus Amongus"

4308-041 "Ghoul Of My Dreams"

4308-047 "Justice Ducks For All - Part One"

4308-048 "Justice Ducks For All - Part Two"

4308-058 "Dead Duck"

4308-068 "A Darkwing Valentine"



STEGMUTT

Once he was just a mild mannered duck, happily sweeping the laboratory floors of Dr. Fossil who planned to return the world to prehistoric times by transforming the populace into dinosaurs. STEGMUTT was not exactly a rocket scientist before Dr. Fossil used him as a guinea pig for his dino-ray, so when his brain became walnut-sized it was actually a more comfortable fit.

Stegmutt is the gentlest stegosaurus that you'd ever hope to meet. Three things complicate his life and keep him from fitting in: 1)his incredible strength, 2)his incredible weight, and 3)the fact that people tend to run away screaming when they see a dinosaur walking down the street.

Stegmutt is a special friend to Gosalyn and loves being included in the JUSTICE DUCKS.

Stegmutt appears in:

- 4308-031 "Jurassic Jumble"
- 4308-047 "Justice Ducks For All - Part One"
- 4308-048 "Justice Ducks For All - Part Two"
- 4308-051 "Darkwing Doubloon"



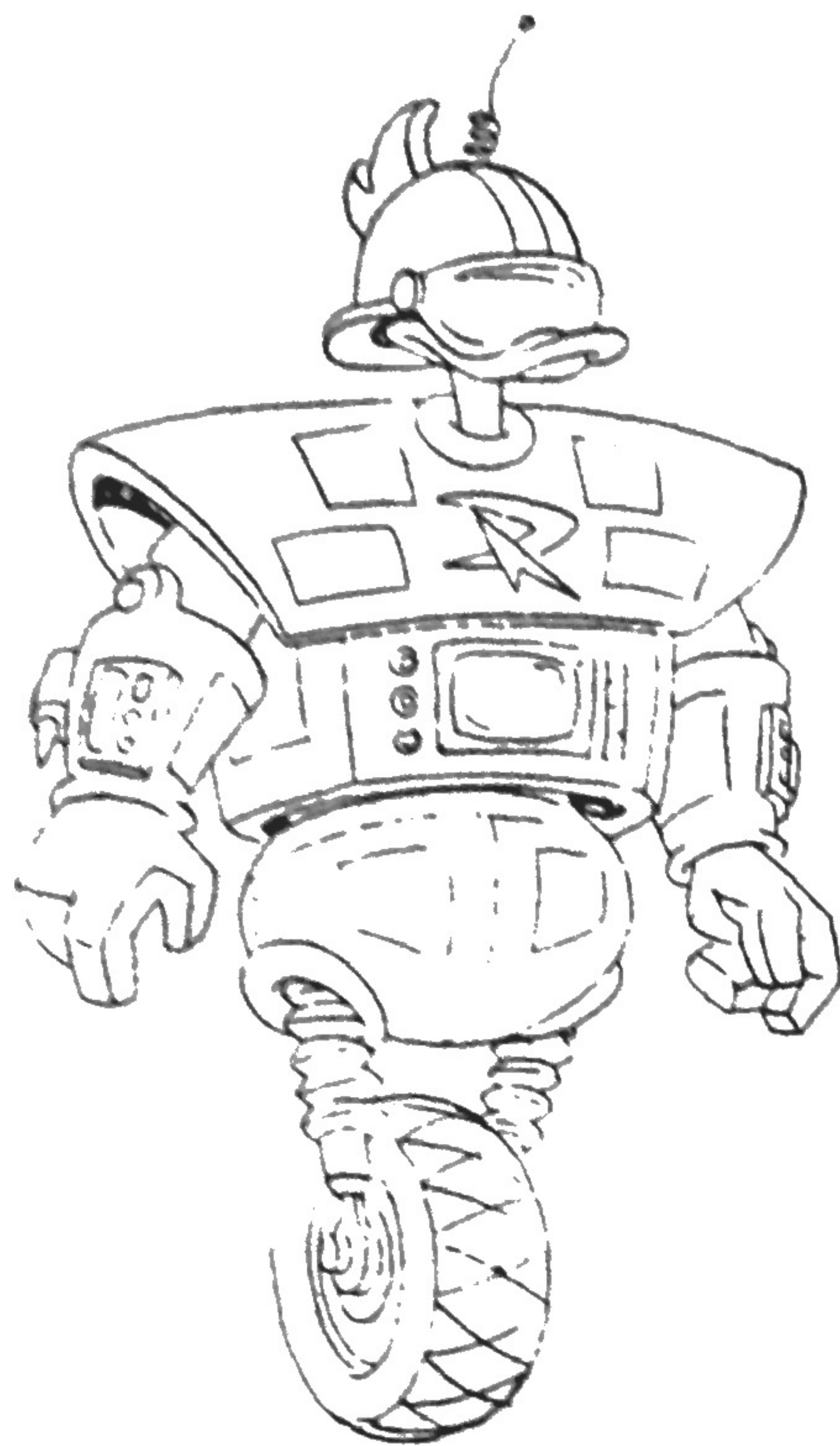
NEPTUNIA

NEPTUNIA (sometimes written "Nepetunia" in earlier scripts) was once a happy-go-lucky fish, frolicking through the ocean. But her exuberance landed her in the middle of illegally dumped, toxic waste. She grew, she changed, yes she...<GASP!> mutated! Now she's a Gosalyn-sized merwoman with a chip on her shoulder toward all surface dwellers. Yes, her gruff exterior hides the traditional warm heart, but Darkwing Duck brings out her sarcastic streak.

She's incredibly strong and can command fish to do her bidding by playing a note through a giant conch shell. Although she's a charter member of the superhero group, JUSTICE DUCKS, she hates the name because she's not, and never has been, a duck.

Neptunia appears in:

- 4308-028 "Something's Fishy"
- 4308-047 "Justice Ducks For All - Part One"
- 4308-048 "Justice Ducks For All - Part Two"



GIZMODUCK

Who is the gallant hero who fights for truth, justice and the "Duckburgian" way? Who hits the talk show circuit as the darling of the law enforcement set? Blabberin' blatherskite! It's GIZMODUCK!

And it drives Darkwing Duck crazy! Gizmo gets the glory while half the police department thinks Darkwing's a crook (and the other half thinks his hat is stupid). In part, it's due to the difference in their operating styles. While Darkwing skulks through the night, using cunning and psychology to defeat the criminal element, Gizmoduck approaches them head on in the light of day as sort of an armored "Dudley Do-Right."

His real identity is FENTON CRACKSHELL who Launchpad considers an old friend. But when he shouts "Blabberin' blatherskite!" the amazing gizmosuit rockets from nowhere and claps itself around him. It gives him incredible powers to combat evil.

He generally succeeds, albeit in spite of himself. He may use his quacker blaster when he meant to use his torso torpedos, but the end result's the same. The robotic armor has enough artillery to combat a small army, not to mention silly gear such as tennis rackets and skunks.

Gizmoduck was a featured player in the second season of DUCKTALES, working as a super powered Money Bin guard to Scrooge McDuck. In DARKWING DUCK, he is still based in Duckburg but we make no specific reference to job, other than being "Duckburg's super hero."

Along with his appearances in DUCKTALES, Gizmoduck also is featured in these episodes of DARKWING DUCK:

- 4308-032 - "Tiff Of The Titans"
- 4308-042 - "Up, Up And Awry"
- 4308-047 - "Justice Ducks For All - Part One"
- 4308-048 - "Justice Ducks For All - Part Two"
- 4308-051 - "The Darkwing Doubloon"