Episode Guide

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Contents

Episodes

001

WATER WAY TO GO

Eine harte Nuß für Eisenbeiß

FOWL is out to steal all the oil in Oilrabia, so they can control the market. SHUSH sends DW and Launchpad to help, but they get lost in the desert and find–a fleet of ships???

Comments: Steelbeak is great; devious and twisted. Another Get Smart like episode. (Rating: ***)

4-10

002

IN LIKE BLUNT

Superagent Derrik Bunt

Someone has stolen the list of SHUSH Agents and is exterminating them in horribly inventive ways. When J. Gander Hooter receives a note from the notorious Phineas Sharp, there's only two men who can save the day: Darkwing Duck and Derek Blunt. However, DW and Blunt are about as compatible as oil and water, and are captured due to their constant bickering. DW and Blunt must put aside their differences long enough to save themselves and the SHUSH agents from untimely demises.

Comments: A different episode. There are some good gags but it's easy to see it's an early episode. DW is too incompetent for my tastes. (Rating: **)

4-11

004

DIRTY MONEY

Direktor Ganter wird entführt

Money is turning up with no ink. SHUSH director J. Gander Hooter calls in Darkwing to help. But when the mad cleaning woman Ammonia Pine hoovers Hooter, Agent Gryzlikoff tries his best to do away with DW. Failing to do so, he assigns DW to the case. But Gryzlikof doesn't understand that DW's strengths lie in his unorthodox methods and ends up becoming Pines prisoner, too. Darkwing and Launchpad have to do things "by the book" to save Hooter and Gryz from Pine's FOWL-smelling schemes.

Comments: Another Get Smart-type episode. Predictable, but not bad. Average.

(Rating: **)

8-7

006

A DUCK BY ANY OTHER NAME

Quack oder Duck, das ist die Frage

Darkwing foils Tuskernini's plans to steal the Canard Duckling (a huge diamond) with the help of Darkwing Decoy (a.k.a. Launchpad). The diamond is safe, but Tuskers manages to get away. That's only the beginning of the trouble; a roving news team captures LP removing his mask and mistakes him for Darkwing Duck!

Comments: So so. LP's already been mistaken for one superhero (Gizmoduck in DuckTales) but fortunately this isn't a rehash of that same story. (Rating: ***)

5-2

007

THAT SINKING FEELING
Das Zeitalter der Maulwürfe

What could Moliarity want with an oil tanker, a radio station antenna and a baseball stadium? Nothing much, just block out the sun so his moles can take over the city. Can Darkwing manage to keep himself from becoming slug bait long enough to drive Moliarity back underground?

Comments: Note the name of the tanker: USS Langdale. Pretty good; above average. Nice animation with some witty dialogue. The first script recorded. (Rating: ***)

2-7

008

GETTING ANTSY
Lilliput und seine Ameisenbande

It's a typical day in the life of a father: Taking the kids to Gooney Golf. Typical, that is, until Darkwing is zapped by a shrinking ray and shrinks to the size of a bug. How's he going to stop Lilliput Gooney and his army of ants from robbing St Canard blind?

Comments: The Incredible Shrinking Duck. :-) Slighty above average, and one of my favorites. (Rating: ***)

5-4

009

BATTLE OF THE BRAINTEASERS
Prinz der tausend Planeten

In a close encounter of the haberdasher kind, hat-shaped aliens crash on Earth and take over Honker, Darkwing and Launchpad. It's up to Gosalyn to rescue her friends and family and save the planet from nuclear annihilation and time for Honker to show some guts.

Comments: A good story. The concept of hat-shaped aliens is funny and unusual. Role reversals between Drake Mallard and Honker are priceless. Honker deserves more attentions and is nicely smug about the heroic stuff. (Rating: ****)

3-4

010

FUNGUS AMONGUS
Pilze, Pizza und Parfüm

Bats are stealing anchovies. Phantom hounds snag pepperoni. Black cats nab onions. A case getting battier by the moment, just the way Darkwing likes them. Enter Morgana Macawber, Chairperson of Macawber Mushrooms, and things get even battier as Darkwing falls, big time, for an evil businesswoman with designs on the Pizza Industry.

Comments: Hello, Twilight Zone. One of the best of the bunch. Morg is a knockout. A drop-dead knockout. ;-) (Rating: *****)

2-10

012

CAN'T BAYOU LOVE
Der Sumpfgnom und sein Schokokroko

Bayou bullies, Jambalaya Jake and Gumbo, are in St Canard to rob the city folks blind. When DW tries to foil their plans Jake kidnaps LP to use as bait for a bit of old-fashioned hunting, with DW as the prize.

Comments: Some pretty bad stereotyping for Jake, but you gotta give it to the little guy, he's tough. Average. Watch for the Looney Tunes style in the "None of this allowed" during the fight in the sewers. (Rating: **)

5-8

013

YOU SWEAT YOUR LIFE
Tony Taufrischs Fitneß-Team

Jock Newbody has the recipe to the formula of the Fountain of Youth. All he needs is a feather from a true hero. Darkwing's feather. Darkwing is at Newbody's Health Resort working undercover to catch a pair of thieves and he's got a problem: He's joined at the wrist to Herb Muddlefoot!

Comments: Not terrifically great story, but DW appears more competent than usual here. (Rating: **)

5-9

014

TRADING FACES
Geteiltes Leid, geteilte Freud'

FOWL is at it again: Using a giant rocket, they have managed to stop the rotation of the Earth, causing one side to fry and the other to freeze. But Darkwing has got problems of his own. A freak accident has left him in Gosalyn's body!

Comments: The switching bodies gimmick. Nice story with some interesting moments when Gosalyn learns there's more to being grown up than merely having an adult's body. (Rating: **)

5-10

015

HUSH, HUSH, SWEET CHARLATAN
Tuskernini und seine Pinguinbande

A rash of accidents is plaguing the making of A.F. Errat's latest film. Is it the Phantom? Or the ghost of Gloria Swansong's third husband? And what does Tuskernini the demented director have to do with it? Find out before the curtain drops on Darkwing– forever!

Comments: Middle of the road. Nothing special–check out the interspecies marriage, though. (Rating: **)

5-11

016

APES OF WRATH
Kikis Gorillafallen sind die besten

SHUSH sends Darkwing to find the missing Dr Beatrice Brute', the famous anthropologist. DW encounters Major Trenchrot and learns that he is planning to open a vacation villa for villains.

Comments: Lots of Get Smart stuff. Nothing special, some good running gags. Average. (Rating: **)

8-8

017

DUCK BLIND
Megavolts blendende Idee

Darkwing falls afoul of Megavolt and comes out blind. Undaunted, DW tries to keep going using a few inventive gadgets, but Gosalyn, Honker and Lauchpad almost get killed because of him. Sunk in a black funk, Gosalyn and the gang plan to nab Megavolt themselves, but get caught by Megavolt instead.

Comments: Good one. One of my favorites. Continuity error: DW knows Megavolt but Launchpad doesn't. Reminds me of BTAS' "Blind as a Bat." Or rather, the other way around. (Rating: ***)

6-1

018

BEAUTY AND THE BEET
Rendezvous mit Rhoda Dendron

Reginald Bushroot, plant scientist, only wants to make the world a better place to live, but his colleagues mock his passion for plants. When he subjects himself to his own experiments, he becomes a half-plant, half-duck "Doctor Dolittle of the Plant World," and it's time to get even with his tormentors.

Comments: Bushroot's origin. Above average take on the Beauty and the Beast story. Look for Drs. Gary and Larson to meet a grisly, leafy end. Interesting to note that Bushroot isn't *really* a villain; he just needs a good support group. (Rating: ****)

6-2

019

DOUBLE DARKWINGS
Darkwing Ducks Doppelgänger

Jambalya Jake is back, this time with a plan to do in Darkwing Duck. However, his plans are altered when he whammifies the wrong duck with Granny Whammy's hex powder. Launchpad becomes Jake's all too willing slave and in his Darkwing Decoy suit, and Jake decides to drag Darkwing's good name through the mud.

Comments: There are two versions of this episode: One where Jake and Gumbo climb an electrical tower and Gumbo has a High Tension Wire as a snack. These bits were replaced with Gumbo reaching out to torch someone with a super hot Cajun concoction. The first is better. (Rating: **)

6-3

020

HEAVY MENTAL
Quack und die Para-Dingsda

Launchpad volunteers his services to Dr Sarah Bellum, SHUSH's top research scientist. As a result, her Norma Ray (tm), LP gains amazing psychic powers, but not the ability to control them. But F.O.W.L. is also after the Norma Ray (tm), and DW and LP must prevent F.O.W.L. from stealing it and forming a crack psychic team.

Comments: Another middle of the road episode. Some good, some bad, not great. (Rating: **)

6-4

021

ADUCKYPHOBIA
In den Klauen von Professor Moliarty

Moliarity's back and stealing Canarduim, fan blades and helicopter blades for his latest scheme. When a spider exposed to the Canarduim bites DW, he sprouts four extra arms and turns into Arachnoduck. DW must find out what Moliarity is up to (and stop him) and LP, Gos and Honker have to find a cure to return DW to normal.

Comments: Average. Nice take-off on Spiderman. (Rating: **)

6-5

022

A BRUSH WITH OBLIVION
Der Pinsel-Poker

"I've heard of starving artists, but never starving art." With Splatter Phoenix that's exactly what you get. She's exploiting her 'felony phase' and holding the Mona Lisa's smile for ransom to get some "public funding." Thanks to unusual compounds that allow art to come alive or one to actually enter into a painting, Darkwing and Company must chase her through several well-known art works, each complete with a change in drawing style.

Comments: One of the best. Splatter is a great villainess, if only to hear her talk. And of the different versions of DW and Company, my personal favorite is Picasso Duck. :-)
Available on video cassette. (Rating: *****)

3-6

023

WHIFFLE WHILE YOU WORK
Videospiel mit Quackerjack

Quackerjack, the demented toymaker, wants to get rid of Whiffle Boy, the hero of video games. The target? The Whiffle Boy Championship in Whiffle Town. The contestants? Gosalyn and Darkwing Duck. The result? Quackerjack and Darkwing get zapped into the video game!

Comments: Quackerjack's debut. Eh. Average, to slightly below. Some don't like the competitiveness between DW and Gosalyn but I think it's merely a part of their becoming friends and family. (Rating: **)

6-7

024

EASY COMES, EASY GROWS

Blüten hoch, Benny Buxbaum

Money doesn't grow on trees; or does it? Bushroot has developed a kind of plant that not only makes money, it takes money. Darkwing finds out that a little of Bushroot's phony money goes a long way (a *real* long way) when he's caught passing counterfeit bills and thrown in jail!

Comments: This one doesn't sit well when first viewed, but will grow on you with repeated viewing. Not spectacular, but not really all that bad either. Watch for the tribute to Fantasia's Night on Bald Mountain when Drake finds the money tree. (Rating: **)

6-8

025

NEGADUCK

Megavolts Sohn

Darkwing gets zapped one time too many and gets split into his two sides: One evil and one good. The Evil DW locks everyone up in Darkwing Tower and is off to make sure nobody puts him back together with his wimpy twin. But when he's accidentally zapped *again*, he becomes the Galvanized NEGADUCK!!!

Comments: A classic. Pure and simple.
Available on video cassette. (Rating: *****)

2-9

026

DRY HARD

Eddie Erpel, mit allen Wassern gewaschen

Someone is poisoning St Canard's bottled water supply during a heat wave. All the bottled water, except Bud Flud's Sparkling Crystal Pure Flud Water and Koo Koo Fizzy Water, that is. Staking out the Koo Koo bottling factory, DW and LP surprise Bud Flud in the act. In an unfortunate accident, Bud tumbles into the vat of contaminated water. Darkwing and Launchpad rush to save him, but it's too late. DW soon learns that there's a new villain in town, the Liquidator, the master of all liquids, and the Liquidator blames DW for throwing him into the vat. Yes, the Liquidator is none other than Bud Flud! And he's turned all the water in St Canard into rubber!

Comments: The Liquidator's origin episode, with a nice touch of the hat to the Joker's creation in Tim Burton's *Batman*. IMHO, the Liquidator is the most under exploited villain in Darkwing, but how does a duck battle a villain that can control water? Good episode, and even the Kennedy animation isn't that bad. (Rating: ****)

6-10

027

ALL'S FARENHEIT IN LOVE AND WAR

Darkwing Ducks eisiges Rendezvous

This is a case that belongs in the frozen food section. Isis Van der Chill, the Ice Queen of St. Canard is the original frigid female. She has ice water in her veins and a passion for that caped crimefighter, Darkwing Duck. Isis is stealing the city's gold in order to gold plate the city to stay warm all year round. Darkwing must stop her before the city becomes too warm and he becomes a frozen duck on a stick.

Comments: Eh. Not one of my favorites. 'Bout all I can say. (Rating: *)

6-11

028

SOMETHING FISHY

Neptunia! Neptunia!

Neptunia, Protector of the Sea, wants to teach polluting land dwellers a lesson by cleaning up St Canard–by flooding it. Darkwing must stop her before the city becomes the next Atlantis.

Comments: Too politically correct for some, but I think it's slightly above average myself. Interesting how one vigilante-type hero is trying to stop another vigilante-type hero...Besides, I like seeing LP in bathing trunks and a muscle shirt. ;-)
Point of interest: LP has a full head of hair in this one. (Rating: **)

3-1

029

BEARSKIN THUG

Robobär, die Geheimwaffe von Eisenbeiß

It's camping season and Gosalyn hates camping, but her dad is bound and determined to teach her how to live like a "True Outdoorsman." When Steelbeak, a robot bear, and some nuclear missiles show up, Gosalyn proves she was really paying attention when she helps DW defeat the baddies.

Comments: Average. Some good gags, like the inflatable raft. (Rating: **)

7-2

030

CALM A CHAMELEON

Camilla, alias "Das Chamäleon"

To make money the old-fashioned way, Camille Chameleon steals some $100 printing plates. To print it, she uses her ability to shape- shift to use the presses at the newspaper. With her changing into the semblance of everybody around, how will DW catch her?

Comments: Slighty above average. Camille is a favorite among certain groups. Great villainess with an interesting talent. (Rating: **)

3-3

031

JURASSIC JUMBLE

Dr. Fossils "Peng-Bumm-Theorie"

Dr Fossil has plans to repopulate the world with dinosaurs! Darkwing, retro-evolved to a dinosaur, must prevent Fossil from crashing Cleanzer's Comet into the Earth and setting history back to the Jurassic times!

Comments: The plot is cheesy; animation not particularly outstanding, but a good entertaining tale in the same vein as the old dinosaur movies. (Rating: **)

7-4

032

TIFF OF THE TITANS

Eisenbeiß plant ein großes Ding

FOWL wants the Army's new super weapon, the EGRT. The Army asks Gizmoduck to protect it while it's on display at the St Canard Air Show. Steelbeak devises a plan to keep Darkwing and Gizmoduck busy while he steals the EGRT by making Darkwing look like a criminal.

Comments: Gizmoduck and Darkwing Duck in the same town? St Canard ain't big enough for the both of them. Definitely above average.
Available on video cassette. (Rating: ****)

3-2

033

PARADUCKS

Darkwing – ein Schwächling?

Why is St Canard being ruled by a bad Elvis look-a-like? And who is that wimp? Drake Mallard?!?!?! Such are the turn of events after Darkwing and Gosalyn visit Darkwing's past and change history. So it's back they go to put things right, help little Drakey Mallard learn to get dangerous and get back to *their* future.

Comments: Great songs. Nice twist on the time travel a la' Back to the Future. (Rating: ***)

7-6

034

FILM FLAM

Ist Kiki eine Lügnerin?

When Gosalyn starts claiming to have seen movie characters come to life, Darkwing chalks it up to too many horror movies warping her delicate psyche. But Gosalyn's telling the truth! And the Director of the Demented enters with plans to film the perfect crime.

Comments: Average. Tuskernini's debut. Watch for DW's Tale Spin shirt. (Rating: **)

2-8

035

MERCHANT OF MENACE

Doppelter Wirrfuß

SHUSH calls DW to work on a major jewel theft. The suspect: Herb Muddlefoot. Darkwing may not like his boorish neighbor, but he knows Herb isn't a spy. He refuses the case and J. Gander turns it over to a trigger happy Gryzlikoff. DW swallows his pride and learns to be a Quackerware salesman to protect Herb and find the real culprit, all the while dodging Gryzlikoff and irate housewives.

Comments: Good one! Herb's finest hour. Not only is he the QuackerWare salesman of the decade ("Only *one* decade"), he also has groupies! Wonder what *Mrs.* Muddlefoot thinks of that? Don't miss this one. (Rating: ****)

3-8

036

COMIC BOOK CAPERS

Großer Häuptling Megavolt

Infuriated at how he's portrayed in his new comic book, Darkwing decides he can write it better himself. But he keeps getting interrupted by everyone, who then add their own little bits...Finally, even Megavolt joins in and the result is a hilariously funny romp through Comic Book Land–which the editor hates. No matter, Darkwing is off to see Disney about a contract...

Comments: Lots of self-referential stuff. Look for the Darkwing Duck Comic Book posters all over the place. This is the story that cinches the theory that Launchpad isn't as ingenuous as he appears to be; after all, he was the one who came up with Little Running Gag. (Rating: ****)

1-1

037

SLAVES TO FASHION

Kikis Debüt als Dame

Tuskernini invents a new gas that causes people to act according to how they are dressed, and the perfect place to try it out is the masquerade at Gosalyn's school!

Comments: Tuskers is great in this one; the walrus is 100A Ham. Some below standard animation from WD Japan, and the story could have been a bit tighter, but not bad. Gosalyn's pink dress has got to go. (Rating: **)

2-11

038

BAD TIDINGS

Allez-hopp, Grizzlikopf!

F.O.W.L., the Fiendish Organization for World Larceny, has engineered a flood of tidal waves to hold the world hostage. The demands? 80 quadzillion dollars or the world drowns. SHUSH calls on Darkwing Duck to help defuse the situation. Unfortunately, J.Gander pairs him with Agent Gryzlikoff, which causes more problems with their incessant bickering than Steelbeak and his earthquake device.

Comments: An interesting, if malicious, take-off of *The Odd Couple*. Gryzlikoff and Darkwing can't help insulting each other and this, of course, leads into some predictable situations. Again, middle of the road episode. (Rating: *)

3-7

039

CLEANLINESS IS NEXT TO BADLINESS

Schmutzexpertin Kiki

Steelbeak teams up with Ammonia Pine to clean out a few banks for FOWL. Ammonia becomes infatuated with Steely and contemplates marriage as DW has to deal with his overly enthusiastic fan club and keep them from getting washed out.

Comments: Poorly edited. Lots of animation flubs. Not much redeeming value. (Rating: *)

1-4

040

NIGHT OF THE LIVING SPUD

Vampirtest für Darkwing

Tired of being told women won't date him because he's just a shrub, Bushroot devises the solution to his companion problem. He's going to grow his own bride. But, as they say, the best laid plans of shrubs and ducks gang aft agly and what he gets is a giant vampire potato!

Comments: Twisted spoof of the old B horror movies of the 50s, in particular the vampire/Frankenstein's Monster/werewolf type. Watch for Duane and the particularly vicious vampire tests. (Rating: ****)

1-5

041

GHOUL OF MY DREAMS

Gefahr aus dem Traumland

It's 'Nightmare on Darkwing Street' as St. Canard suffers from a plague of strange nocturnal nightmares. Not even Darkwing Duck is immune. Soon he finds himself led to the door of Macawber Manor and into the arms of the beautiful (if eerie) villainess, Morgana Macawber. But Darkwing can't be distracted by good looks for long. While attempting to foil the next crime, DW is inadvertently transported to Dream World, a place where one's dreams come true and Nodoff rules supreme. As the nightmares begin, Morg and DW find out that Nodoff's real plan is to send the entire city to sleep – forever!

Comments: A good story. Nice and spooky for it's original air date of Halloween. Morgana and Darkwing make a good team, and a cute (is that the right word to describe Morgana?) couple.
Available on video cassette. (Rating: ****)

1-6

042

UP, UP AND AWRY

Darkwings tierische Verkleidung

GizmoDuck returns to St Canard and immediately starts stealing the limelight from Darkwing when he captures Megavolt. Darkwing becomes unusually depressed, so Launchpad and Gosalyn persuade Giz to build a super suit for DW. Darkwing takes it and after some trying situations in which the suit backfires, Darkwing finally learns he doesn't need superpowers to defeat Megavolt.

Comments: After an initial bad taste (from the Kennedy animation), this episode grew on me. There are some editing faults, but all in all, not really that bad. (Rating: *)

1-7

043

TOYS CZAR US

Quackerjacks Spielteufel

That demented toymaker, Quackerjack, is back in town, and looking for customers for his new Destructo Toy line. Meanwhile, deciding he can't be a superhero *and* a perfect parent at the same time, Darkwing gives up crime fighting to be a full-time father to Gosalyn.

Comments: Another middle of the road episode. Some good lines and gags, but not especially memorable. Some nice character development between Drake and Gosalyn. (Rating: **)

1-8

044

DAYS OF BLUNDER

Das gefährliche Gummihühnchen

Quackerjack sets DW up for a fall and DW takes the bait, big time. His confidence shattered, DW is convinced he shouldn't be crime fighting at all. But, even as Tea Pot Duck, he's a failure. When DW has to save Mr Meekles from leaping from the Audobon Bay Bridge, DW gets his confidence back and takes up crimefighting again. Just in time to save the day.

Comments: Wrestle-mania is funny. See Bugs Bunny's short "Bunny Hugged" for the wrestling inspiration. Otherwise bland. Not much here. But not really bad, either. It's one of the many stories based on DW losing his confidence. (Rating: *)

7-9

045

SMARTER THAN A SPEEDING BULLET

Darkwings außerirdischer Schüler

Comet Guy, from the Planet Mertz, comes looking for Darkwing to teach him to be a super hero. But Comet Guy's one weakness is he has to dance when he hears a bell. He must stop Steelbeak from pulverizing the city before the clock strikes midnight!

Comments: Could very easily have been the best of the season, but due to some heavy editing becomes only average. (Rating: **)

1-9

046

ADOPT A CON

Das Wirrfuß-Programm

In a vain attempt to make Binkie Muddlefoot shut up, Drake Mallard unwittingly sings up for the Adopt A Con, a criminal reform program. Saddled with none other than that delinquent director, Tuskernini, as a houseguest, Drake sets out to find out what the ham director is up to. And Tuskers is definitely up to something: He's masquerading as the other villains indigent to St Canard to commit crimes.

Comments: Some really funny stuff. Tuskers is in rare form in the various villain costumes. Watch for the human skeleton in Drake's closet. (Rating: ***)

1-10

047

JUST US JUSTICE DUCKS, Part 1

Heldenmut tut selten gut (Teil 1)

It's the greatest opportunity of DW's career: A new crime boss is in town and has organized Bushroot, Megavolt, Quackerjack and the Liquidator into a crack crime team. And it's none other than Darkwing's evil twin, the notorious Negaduck! When Morgana, Neptunia, Stegmutt and Gizmoduck show up and offer to help defeat villains, DW's ego gets the better of him. After alienating the other heroes, he is promptly defeated and dispatched by the Fearsome Five.
The hastily assembled Justice Ducks fear DW has been lost and split up to try and save the city. Each becomes a victim and it's up to Darkwing to rescue his captured compatriots. Only by working together can they defeat the combined evil of the Fearsome Five and save St Canard.

Comments: The return of Negaduck in a new form, a villain for whom one can *really* cheer. Totally unrepentant, Negaduck is perhaps the perfect villain. There's great interaction between the characters and Darkwing actually manages to put his pride aside (after a minor setback or two) and do what he does best: Battle evil where ever he finds it. Great show; this is Darkwing Duck at his best (and worst).
Available on video cassette. (Rating: *****)

8-3, 9-5

048

JUST US JUSTICE DUCKS, Part 2

Heldenmut tut selten gut (Teil 2)

See JUST US JUSTICE DUCKS, Part 1

(Rating: *****)

1-11, 8-4, 9-6

049

LIFE, THE NEGAVERSE AND EVERYTHING

Lord Fiesoducks finsteres Reich

The Fearsome Four throw Darkwing into the Negaverse, Negaduck's personal playground. Negaduck is furious and with reason: There everything is the opposite of here. With the help of the Friendly Four, Darkwing breaks Negs' reign of terror and throws Negaduck into the oblivion between the universes.

Comments: One of the absolute best. Absolute very best. Number one on my list. Don't miss it! (Rating: *****)

8-5

050

A REVOLUTION IN HOME APPLIANCES

Megavolts Elektrobande

Megavolt's latest experiment bring good things to life: A refrigerator, a television, a hair dryer, and an electric guitar. Together they plan to bring all the appliances in the whole city to life. With or without Megs' consent.

Comments: Eh. Average. Nothing special. (Rating: **)

8-6

051

DARKWING DOUBLOON
Darkwing Dublone

Three hundred years ago, a pirate scourge sailed the seas, striking for truth and justice...Waitaminute, shouldn't that be "a scourge of pirates?" Darkwing Doubloon and his crew of Gosalyn, Launchpad, Gizmoduck, and Stegmutt must battle the alleged pirate Negaduck and the Fearsome Four to prevent them from making off with the King's jewels.

Comments: Could have been a really good story if it hadn't had to stick to a single episode. Needs a two-parter to do it justice. As it is, DARKWING DOUBLOON is possibly the worst editing job in Darkwing Duck. And DW Doubloon's accent makes me want to crawl the walls every time I hear it. Points of interest: Gizmoduck's period costume; the Muddlefoots as the Royal Family. (Rating: *)

7-10

052

DARKLY DAWNS THE DUCK, Part 1
Wirbelwind Kiki in Gefahr (Teil 1)

Taurus Bulba, criminal mastermind, steals the Waddlemeyer Ramrod. He believes the late Professor Waddlemeyer's granddaughter, Gosalyn, has the arming code. Darkwing, sought by the police under the mistaken charges of robbing a train, must protect her while staying clear of the police long enough to catch Bulba and prove his innocence. And keep Gosalyn from becoming road pizza!

Comments: The beginning. How Darkwing met Gosalyn and Launchpad. Darkwing was doomed from the very moment he snatched Gosalyn off the street. Not particularly side-splitting hilarious, but strong and well-written and some nice things: The kitchen scenes, the lullaby, Canard Tower blowing up...
Movie version is available on video cassette. Contains scenes edited out when it was split into two parts and moved into the syndication schedule. (Rating: ****)

7-11, 9-7

053

DARKLY DAWNS THE DUCK, Part 2
Wirbelwind Kiki in Gefahr (Teil 2)

See DARKLY DAWNS THE DUCK, Part 1

(Rating: ****)

8-1, 9-8

055

THE SECRET ORIGINS OF DARKWING DUCK
Das Geheimnis um Darkwings Geburt

Two hundred years in the future, Darkwing Duck is a mere myth. In this fairy-tale-like yarn (spun for a couple of delinquent museum goers), the origins of the masked crime fighter of St Canard are explained by the janitor

Comments: A delightful combination of Superman, Kung Fu, the Arabian Nights, and the usual super hero meets super villain excitement. One of the better stories. Points of interest: Gosalyn as the Mysterious Masked Avenger of Evil (Avengy for short); Herb as the Genie of the Lamp; Negaduck as Darkwing's thoroughly evil cousin. (Rating: ****)

8-9

056

WHEN ALIENS COLLIDE
Kikis galaktischer Schoßhund

Gosalyn adopts a rubbery, stretchy alien pet, but that pet isn't a pet! He's Wacko, a deadly criminal from outer space with plans to destroy the universe!

Comments: Kind of a weak story but with some good moments. Hey, betcha didn't know the Thunderquack was space-worthy, didja? (Rating: **)

8-10

057

GOING NOWHERE FAST
Zu schnell für Fiesoduck

Darkwing gets super speed from Negaduck's Portable Particle Accelerator, but there's a price: He ages faster, too. With Darkwing aged beyond hope, Negaduck terrorizes the city. While trying to stop him, Launchpad, Gosalyn and Honker become trapped and the only hope is Darkwing. But he's fast becoming a pile of dust, isn't he?

Comments: Above average. One of my favs. Watch for Profs. Allan and Gerrick, an in-joke about the Flash comic character. (Rating: ***)

3-5

058

DEAD DUCK
Darkwings letzte Chance

Due to an unfortunate misunderstanding with a brick wall (a head-on collision, no less), Darkwing finds himself in the afterlife. Refusing to accept the fact that he's dead, he returns to the real world as a ghost. He must dodge the Grim Reaper (come to collect his soul), save his family from Megavolt's evil machinations, and find a cure for deadness. But nothing works, not even Morgana's magic. So he accepts his fate and faces death with dignity. Or does he?

Comments: The dead jokes! They kill me! Possibly one of *the* best stories yet. Nonstop action with some really poignant scenes of Darkwing finally accepting his fate and taking his leave of his family. Megavolt is great (isn't he always?). And just who *is* that guy in the oven? ;-) (Rating: *****)

8-11

059

QUACK OF AGES
Drachentöter Darkwing

Quackerjack wants to prevent the yo-yo from ever being invented, so he jumps back in time on his new toy, the Time Top. DW and LP borrow SHUSH's time machine and set out to stop QJ and find themselves embroiled in medieval intrigue.

Comments: Take *A Connecticut Yankee in King Arthur's Court*, add *The Reluctant Dragon*, and a dose of Herb and Binky Muddlefoot as lovebirds and you've got this one pegged. A bit weak and choppy, but King Herb and Binketh are really cute. (Rating: **)

2-2

060

IT'S A WONDERFUL LEAF

Buxbaum und seine Christbaumbande

The research scientist turned vegetable, Bushroot, just wants to finish his Christmas shopping in peace. But will the holiday shoppers let him? Nooo...So it's "Bah, grubbug" and Bushy decides to ruin Christmas for everyone!

Comments: Good Bushroot story. It's interesting to note that Bushroot doesn't want to ruin Christmas just to make everyone unhappy; he wants to ruin it because he can't finish his shopping! Action filled, and a nicely sappy ending tops off this holiday treat from the Masked Mallard.
Available on video cassette. (Rating: ****)

9-1

061

PLANET OF THE CAPES

Darkwings vermurkste Verbrecherjagd

Comet Guy, the superhero from the planet Mertz, returns to Earth in search of Darkwing Duck. Mertz is in trouble and they need his help. DW suspects it's to rescue someone important, but to his dismay, he discovers it's nothing of the sort. Ordinary Guy, the only one on Mertz without superpowers, is missing. And what are superheroes without someone to protect? So they want DW to take his place. And how much harm could that be, he wonders? Heh, heh, heh. If he only knew.

Comments: Some good things about this episode but the ending is just too abrupt for my likes. (Rating: **)

9-2

062

THE INCREDIBLE BULK

Darkwing im Dünger-Dilemma

It's lonely being the world's only half-plant, half-duck and Bushroot just wants a friend. Trying to return his friend Spike to his normal size (having been shrunk by Bushroot's fertilizer), Bushroot steals some powerful fertilizer that will "either cause plants to grow to tremendous size or kill them instantly." Obviously, Spike is a little hesitant about taking the stuff, so Bushroot tests it on a harmless daisy. The daisy becomes "a regular Arnold Oleander" and Bushroot's newest friend.

Comments: Eh. Not really good, not bad. (Rating: *)

2-3

063

DISGUISE THE LIMIT

Fiesoducks fiese Finte

"Okay, so maybe impersonating Darkwing Duck is a rotten trick. But then I'm Negaduck, a rotten kind of guy!" And so saying, Negaduck sets the populace clamoring for Darkwing's blood. In an attempt to disguise him until the guilty party can be found, J. Gander has Sarah Bellum zap DW with her disguise ray. The ray backfires and leaves DW in a shapechanging muddle. He turns into anyone he's looking at. But how to capture Negaduck when he's constantly changing form?

Comments: Slightly silly, mostly good, just a little stupid. Moral of the story: If you're going to frame Darkwing Duck, it doesn't help to look like him. (Rating: **)

2-4

064

LET'S GET RESPECTABLE
Ein Held wird aufpoliert

Darkwing's image is suffering and Gosalyn and Honker turn him into a kinder, gentler DW. It appears to be working, as DW cleans up St Canard (with a little help from his friends). Negaduck has other plans, and systematically sets about to ruin DW's new image. But you can't keep a good duck down, and DW returns with a vengeance.

Comments: Eh. Strange episode. Just proves how DW has a heart of mush by how easily he's manipulated by his family. (Rating: *)

2-5

065

TWITCHING CHANNELS
Multitalent Megavolt

Megavolt has become television's hottest star with the help of the Elctrolyzer (tm), a device that allows him to manipulate the television viewing of St. Canard. But he steals the wrong Turbo Technic Remote Control (tm) and soon has Darkwing Duck on his tail in a chase through the airwaves and right into Hollywood, USA!

Comments: This episode is rife with injokes; so many that if you're not in the know, you miss half the fun. But never fear, this is a fun, side-splitting episode without them. The questions posed by the kids in the shopping mall sound vereee familiar. A must see. (Rating: *****)

2-6

066

STRESSED TO KILL
Quackerjack und Megavolt

A cowboy and an Indian rob a candy store. Two pirates trash a bowling alley. Two clowns create chaos throughout the city. And the common denominator? No one seems to care - except a stressed out Darkwing Duck. Everywhere the caped crimefighter turns, everyone is too relaxed to care. Including a packed house at the Shubird Theater who calmly hand over their valuables to the two actors who are none other than Quackerjack and Megavolt.

Comments: Megavolt and Quackerjack are a great team. Both are *so* unstable. When they team up there's fun for sure. However, the story itself suffers from heavy editing and weak direction, which is a shame, being a story by one of the better teams. (Rating: **)

5-1

067

TWIN BEAKS
Die Kohlkopf-Monster

What's the mysterious secret behind the quiet town of Twin Beaks? Why did Honker's parents leave suddenly? So suddenly, they forgot to take him with them? And why does Bushroot keep turning up dead? And why is Launchpad talking to cows and communing with logs, which is weird, even for Launchpad? To answer these questions and others, Darkwing, Launchpad, Gosalyn and Honker fly to Twin Beaks. But things just keep getting weirder and weirder.

Comments: Don't miss this one! Nicely spooky storyline is a mix of Twin Peaks, Invasion of the Body Snatchers and Gary Larson's Far Side. And DW's dream sequence even makes sense. A must-see. (Rating: *****)

9-4

068

MY VALENTINE GHOUL
Ein schaurig schöner Valentinstag

Take Darkwing Duck and Morgana Macawber, and start a lover's quarrel. Add an opportunistic Negaduck for fun, then to top it off, mix in a generous helping of love potion and you have this chaotic Valentine's Day treat, complete with diamond studded chocolates.

Comments: It's a delight to see Darkwing, Negaduck and Morgana together. The story could have been stronger in some parts, but the mix-ups with the love potion, while predictable, were well-done. Though I would have loved to hear the following dialogue:
Negaduck: I make Valentine Candy. Darkwing: Like what? Chocolate covered frogs? (Rating: ****)

5-3

069

DANCES WITH BIGFOOT
Der mit dem Großfuß tanzt

It's Gosalyn's turn to be the hero. Disguised as the Crimson Quackette, she must learn where her dad has disappeared to. When she finally finds him being treated like a king among the Bigfoot tribe in the Pacific Northwest, she must do some quick thinking to prevent herself, DW and Honker from becoming volcano chow.

Comments: Another example of poor editing and large plot holes. A quietly funny episode suffers from a lack of continuity and poor timing. (Rating: *)

5-5

070

TIME AND PUNISHMENT
Quackerjacks Zeitkreisel

Once again, Gosalyn finds herself in a lot of trouble for disobeying dad's orders. She's trapped in the future with Megavolt and Quackerjack. And what a future! St Canard is run by a thoroughly ruthless, iron-fisted, one duck justice machine that allows not the slightest deviation from the strict letter of the law. Meet Darkwarrior Duck! And he's going to use the Time Top to rewrite history in his own terrible image! Can Gosalyn, Megavolt and Quackerjack escape to the past and set things right? Or will they be forever trapped in a city with an eight o'clock curfew?

Comments: An example of Darkwing's sense of justice gone overboard, a la *The Dark Knight*. A good story, however it could have been stronger. Watch for the "cartoon producers" in jail. I highly suspect that this may be the "Spot the Producers" episode. (Rating: *****)

5-6

071

THE DARKWING SQUAD

Das Darkwing Duck Team

What would cause a dedicated agent like Grzylikoff to leave SHUSH? Just Darkwing Duck training SHUSH agents in his own unique image. However much J. Gander is impressed with DW's work, the agents become downright nuisances. They are more concerned with publicity photos and entrances than doing their job. And that sets Darkwing up for a foul blow from F.O.W.L.'s top agent, Steelbeak.

Comments: Above average. The Darkwing Squad is great and F.O.W.L. has an equal opportunity employment policy! Watch for the Egg Women. (Rating: ***)

5-7

072

INSIDE BINKIE'S BRAIN

Darkwing Duck bekommt Konkurrenz

Darkwing takes some sidetrips through different types of brains in this tale of "The Housewife Hero." Binky's little hero is set loose by a knock on the head and becomes the Canardian Guardian, the Champion of Safety. Meanwhile, Megavolt is set on liberating the light bulbs of St Canard.

Comments: Story suffers from poor editing and weak designs for the insides of the different brains. Still, Megavolt is always a hoot. (Rating: ***)

6-6

073

THE HAUNTING OF MR BANANA BRAIN

Mortadello, das Geheimnis aus der Schachtel

Gosalyn relates the spooky tale of how Paddywhack possessed Quackerjack's doll, Mr. Banana Brain. He's an evil spirit that feeds off the milk of human misery through practical jokes. Darkwing must team up with the unpredictable Quackerjack to force Paddywhack back into his prison.

Comments: Average. Nice spots here and there. A spooky story. Never thought I would hear the word "kiester" in a Disney cartoon. (Rating: ***)

6-9

074

SLIME OKAY, YOU'RE OKAY

Glibbermonster Kiki Erpel

Once again, Bushroot is after a friend. He develops a formula (IQ2U) to turn vegetation into intelligent companions. Gosalyn gets a dose of the formula and turns into a mass of gelatinous plant matter with slime powers.

Comments: Weak story. Bushroot *really* needs to find that support group. Darkwing is just a little more than his average jerkish self in this one, but he comes through in the end. (Rating: **)

7-1

075

KUNG FOOLED

Das Drachenbaby von Kung Pao

DW and Company chase Moliarty as he digs straight through the world and emerges in Kung Pow City. KPC is the home of DW's Quack Fu instructor and they decide to pay him a visit. But all is not as it seems with DW's old mentor; they find Goose Lee has fallen victim to commercialism. There's also something rotten in the city of Kung Pow and Goose Lee has plans to build his dream–Ninja Land– no matter what the cost.

Comments: Not my favorite. Below average spoof of Kung Fu movies, and the ending is telegraphed very early in the show. (Rating: *)

7-3

076

U.F.FOE

Quacks außerirdische Entführung

It's a close encounter with some brain-sucking aliens as Darkwing uncovers a plot by some aliens to replace Launchpad's brain with a computer. Why would aliens want to replace LP's brain with a computer? (Isn't it obvious? ;-) Because he's to marry his childhood friend, who is now Queen of the Galaxy and Greeb wants to be the power behind the throne. Before he can save LP, DW has his *own* brain replaced. It's up to his disembodied brain, and a little help from Gosalyn, to save LP from the same brain-sucking fate.

Comments: Average. Could have been stronger, but the flashback to Launchpad's childhood is cute. (Rating: ***)

7-5

077

WHIRLED HISTORY

Kikis fliegendes Geschichtsbuch

While she's supposed to be doing her homework, Gosalyn falls asleep on her history book, and dreams she's searching for the Fountain of Knowledge. With her is Astroduck (Honker). They keep running into famous explorers (Darkwing) and their sidekicks (Launchpad). You didn't know that all great explorers had sidekicks? Well, that must have gotten left out of the history books.

Comments: I found this episode extremely funny. I thought the Columbus bit was inspired and liked seeing Herb and Binky show up repeatedly as different historical figures. Above average. (Rating: ***)

7-7

078

THE QUIVERWING QUACK
Kikis heldenhafte Karriere

Dr. Slug edges out Negaduck as Public Enemy Number One and Negaduck *is not happy* (to say the least). He plans to regain that lucrative spot by targeting St. Canard's newest heroic figure, the Quiverwing Quack (a.k.a. Gosalyn Mallard). Reluctantly, DW agrees to help her, but Negaduck proves too much and Gosalyn is grounded. But Quiverwing won't be treated like a child and sets out to defeat Negaduck herself.

Comments: The Quiverwing Quack is St. Canard's next superhero; as soon as she cleans up her room. Negaduck is in fine form. Watch for Peppe's Leaning Tower of Pizza. (Rating: ****)

7-8

079

BAD LUCK DUCK
Pech gehabt, Darkwing Duck

Negaduck is at it again. He steals a magic amulet that can bring inanimate objects to life and DW gets the blame. The witch doctor from whom Negs stole the amulet places a bad luck curse on DW. While DW maintains that he doesn't believe in curses or bad luck, he's *not* having a good day. Can DW survive long enough to convince the witch doctor that he's innocent and stop Negs from trashing St. Canard?

Comments: Funny if you don't mind the Roadrunner/Coyote brand of physical humor. I liked it. Watch for the tribute to George Lucas' *The Empire Strikes Back* in the walking bridge. (Rating: ***)

1-2

080

JAIL BIRD
Solo für Darkwing Duck

Negaduck steals the Mysterious Eye of Quackzecoatl, an emerald that can steal the strength of others and confer it upon the holder. With it, he steals the strengths of his sometime partners-in-crime, the Fearsome Four, and becomes Mega-Negaduck. The Fearsome Four are shrunk and must help Darkwing defeat Mega-Negs to prevent the city from being leveled.

Comments: Average episode. Mega-ND's design is pretty impressive. Any episode with Negaduck and the Fearsome Four can't be *all* bad. (Rating: ***)

1-3

081

A STAR IS SCORNED
Superstar B. B. – Darkwing Adé

The unscrupulous producer of the Darkwing Duck show, Thaddeus Rockwell, wants to replace DW with Bushroot! (After all, he works for fertilizer.) In a bizarre sequence of events, DW and Bushroot star in a game show, a children's show, courtroom drama, Rambo-type action- adventure, monster movie...(You get the picture.) When Rockwell shows the film to the head of Dizzy Studios (a film designed to make DW look as bad as possible), DW turns the tables. Mr. Dizzy isn't fooled and sends Rockwell to a conference with the "boys in accounting."

Comments: Hmmm... Does this mean that our beloved characters are mere actors in Disney's version of Dizzy Studios' series based on the adventures of Darkwing Duck??? Funny, funny, funny. A little choppy in places, but 'salright. (Rating: ****)

8-2

082

DIRTYSOMETHING
Das dämonische Duo

F.O.W.L. High Command teams the obsessive cleaning agent Ammonia Pine with her equally obsessive dirtbag sister, Ample Grime. Together, they plan to drag St. Canard through the muck and then take it to the cleaners. Darkwing is hampered in his attempt to foil the Terrible Two's dirty plans by Gosalyn's newfound hobby: Recycling. To raise money to purchase a video game, she's recycling everything in sight: The Ratcatcher, DW's computer, the Thunderquack, television, comic book collection...

Comments: Euwww. Not one of the better efforts. The Terrible Two turn my stomach and aren't very impressive. (Rating: :-0)

2-1

083

THE RETURN OF THE REVENGE OF THE BRAINTEASERS, TOO
Die Rückkehr der außerirdischen Schmarotzer

The hat-shaped alien Flarg escapes prison on the Planet Fez and vows to ruin the one responsible for putting him there. Flarg and his minions return to Earth with the blueprints to a Galactic Harmonizer Flarg plans to build it and trick Honker into activating it, bringing mass destruction and mayhem to the Universe (static cling, too) and capture it on video. For above all things, Flarg wants to discredit Honker in the eyes of his admirers back on Fez.

Comments: Watch this one if only for the scenes where Binky and DW are getting kissy faced. :-> (Rating: ****)

3-9

084

INHERIT THE WIMP
Der Erpelsche Stammbaum

Gosalyn's homework assignment is to write about a member of her family. When she proposes to tell the class that her father is Darkwing Duck, Drake thinks the solution is to show her the Mallard family history. Meanwhile, Megavolt is stealing the nervous energy of the citizens in his latest mad escapade. While DW and LP go out to stop him, Gosalyn uses the Time Top to bring DW's ancestors to the present. The time machine is wrecked, and Launchpad is a statue thanks to Megs, and the courageous Mallard heroes turn out to be more than wimp than hero. Can they prove themselves heroes and rescue DW and St. Canard from Megavolt's evil scheme?

Comments: Not side-splittingly funny, but a good episode. The designs for Drake's ancestors are nice as they aren't just carbon copies of Drake. Megavolt's brain must have been a little more frazzled in this one, because he's loonier than ever. (Rating: ***)

3-10

085

MONSTERS R US
Zu Gast auf Schloß Makaberstein

A visit to Macawber Manor turns into a real-life monster movie for Darkwing, Gosalyn and Launchpad. They inadvertently travel to Macawber Castle in Transylvania and meet the Macawber clan. Morgana's father, Maloculo, is not predisposed to entertain Normals in his house, and infuriated that Morgana is dating one. So he turns DW and Co. into Monsters: Darkwolf Dog, Frankengos and Launchbat. This move proves to be a mistake, as Darkwolf and Co. start a confrontation with the local villagers.

Comments: Morgana's family is terrific. Though the story has some weak points, it's nice to see a competent Morgana for a change. Her solution is unique, at the least. (Rating: ****)

3-11

086

STAR CROSSED CIRCUITS
Doris und Darkwing

Darkwing gets a D2000 Super Computer from SHUSH and his life is perfect. It can do everything for him, even program his VCR. But when it starts solving crimes for him he wants its plug pulled. Honker tries reprogramming it, but an accident with a can of Koo Koo Kola and a video tape of "The Young and the Brainless" turns it into DiDi Lovelost, and she's in love with Darkwing. When he spurns her, DW finds the Ratcatcher, the Thunderquack, the police, the IRS, *and* the video rental store after his tailfeathers. It'll take drastic measures to outsmart *this* computer.

Comments: So-so. Reminded me of that movie *Electric Dreams*. Things to look for: The Cheese Gang; Launchpad and Gosalyn's performances as soap stars. (Rating: ***)

4-1

087

STEERMINATOR

Der Erpel ist kein feiges Huhn

F.O.W.L. resurrects and improves upon that criminal mastermind, Taurus Bulba. Naturally, Taurus Bulba works for no one but Taurus Bulba. When he learns that Darkwing also survived the explosion on Canard Tower (See DARKLY DAWNS THE DUCK), he vows revenge. Unfortunately, Gosalyn and Honker fall afoul of Bulba, and Darkwing, with two broken legs and confined to a wheelchair, must use every ounce of cunning and expertise to outwit, outsmart, and outmaneuver the Steerminator.

Comments: Wow. Pure and simple: Wow. This episode is quite different from many of the other DW stories: Full of continuity, mayhem and gloom. Move over, Batman. Definitely a top ten. (Rating: *****)

9-3

090

PAINT MISBEHAVIN'

Wenn zwei Helden sich streiten ...

Splatter Phoenix is back in town and on a rampage to wipe out the low-brow rubbish passing as art and replace it with her own brand of "daringly innovative psuedo-anit-neo-post-modern deconstructionist... stuff." She targets the Motel Art Auction, atrocious architecture, and finally, the antithesis of everything she stands for: The Comic Book Convention.

Comments: Not up to the old Splatter's speed, but then again, this isn't really Splatter, is it? It's an animated self-portrait! (Rating: **)

4-2

091

THE FREQUENCY FIENDS

Kiki im Kampf mit sich selbst

A new weapon from SHUSH turns the three worst aspects of Gosalyn's personality into evil energy beings. ("What a dumb idea for a weapon.") When they don't want to play with Megavolt, he decides he's going to get even. But it will take the combined efforts of DW, Megavolt, Launchpad and Gosalyn (with a little help from Son of Whiffle World) to disperse these evil energy beings.

Comments: A fun episode. Not the best, but way above average. Megavolt shines (heh, heh) in this one. (Rating: ***)

4-3

092

HOT SPELLS

Die Hokus-Pokus-Akademie

It's an important day for Morgana, as she's about to present a paper to her alma mater, the Eldritch Academy. But the proceedings are complicated by a mischievous Beelzebub eager to get DW on his resume. Beelzy tricks Gosalyn into opening the Gates of Fire and releasing the Demons there. Can Morgana and Gosalyn trick Beelzebub into releasing DW from a particularly nasty eternal torment?

Comments: Different subject matter than we usually see on DW. Bit weak in parts, but that's mainly due to poor editing. Watch for the reference to the Disney Afternoon Mailing List (the Gularian Taronga). (Rating: ****)

4-4

093

MUTANCY ON THE BOUNCEY

Darkwing und Goliath

Mutants are turning up everywhere with strange mutant powers. Darkwing must organize them into a super league of heroes to stop Cement Head from destroying the city.

Comments: Lots of people abhor this one. I didn't think it was that bad. Not the best, perhaps, but not a stinker. (Rating: **)

4-5

094

CLASH REUNION

Der Mega-Funken-Halunke

Ever wonder when Darkwing first put on his mask and cape? Find out when Drake attends his high school reunion and learns that one of his classmates is none other than Megavolt!

Comments: Good one! One of the best! Some nice retconning of the continuity error in Duck Blind. (Rating: *****)

4-7

096

EXTINCT POSSIBILITY

Darkwing und die Dinos

Darkwing is called to the St. Canard Museum of Natural History to investigate a strange discovery: Darkwing embedded in amber! DW, Gosalyn and Launchpad use the Time Top to travel back to dinosaur times to find out how Darkwing came to be imprisoned in the amber and find out the real reason the dinosaurs became extinct.

Comments: Lots of similarities to Jurassic Park, including the opening shot of the giant misquito in amber. More '50s styled villains with a twist. (Rating: **)

4-8

097

MALICE'S RESTAURANT

Morganas Restaurant

Morgana has turned her business acumen to the restaurant biz and opens the Shadow Chateau. Nice little place, full of atmosphere, ambiance, and creepy decor. House specialty: Aunt Nasty's cooking. Meanwhile, Negaduck wants to squish the Cute Little Lost Bunnies into a sugary pulp (he *hates* cute and cuddly). When he learns they're to be at the opening of the Shadow Chateau, he plans to be there, too. Of course, getting the drop on Darkwing is just an added bonus.

Comments: Morgana meets the Muddlefoots! Classic. Some weak points like Negs' is defeated way too easily but DW makes a cute purple bunny. (Rating: ****)

4-9

098

FRAUDCAST NEWS
RPL-Aktuell

Bianca Beakley, host of “Canard Copy,” a sleaze journalism show, turns to Darkwing Duck to boost ratings. But the only things happening crime-wise in St. Canard are jaywalkers and parking zone violators (due to a Super Villain convention in Miami), so she creates a *new* villain, the Bug Master. As ratings soar, she plans the ultimate ratings gimmick: The grisly demise of Darkwing Duck!

Comments: Fun episode with a few minor problems. Bianca’s voice is nerve-wracking. But it’s nice to see Darkwing get super competent instead of super lucky. Act III is great. (Rating: ***)

4-6

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