



## **RIDE PROPOSAL**

# SYNOPSIS

Ride a steam-powered dirigible along with Capt. Donald as he flies the skies of Duckberg to rescue Lady Daisy from the clutches of Baron Pete!

## STORY

Capt. Donald and his nephews Huey, Dewey and Louie have been working hard in preparation of the launch of the *McDuckia*, his Uncle Scrooge McDuck's newest, and largest zeppelin for its maiden voyage. The launch of this majestic aircraft could change the skies of Duckberg for shipping, transport and travel! But there have been rumblings that some seedy scourge of the underworld might have their own designs on this new wonder...

Since Duke McDuck is quite the penny-pincher, he has Capt. Donald and his nephews working around the clock to ready the zeppelin for its launch with little to no help. Without telling their uncle, Huey, Dewey and Louie sent out help wanted telegraphs to any and all able-bodied mechanics in Duckberg. They have a flood of new mechanics show up and give them a tour of the hangar the *McDuckia* is being held in before meeting with Capt. Donald. After orientation, the nephews lead the mechanics to their uncle, who is busy at work on the steam pipe system in the zeppelin. Donald is obviously having a hard time getting all of the kinks worked out as he hits one too many things wrongly and is sent bouncing around the pipe system in a musical cacophony, much to the laughter of his nephews.

Donald erupts into one of frequent fits of rage, but the systems kick on which means the zeppelin is ready to go! But before Donald and his nephews can lead the mechanics to their posts around the ship, warning sirens go off and you can hear voices on the intercom. A loud cough creates silence and a voice speaks. There can be



no doubt about the voice; it is Baron Pete, one of the worst villains to plague the skies of Duckberg. With his Sky Pirates, he has looted and stolen countless treasures (many of which were from Duke Scrooge McDuck, who has had to fight hard to get them back, many times with the aid of Capt. Donald and his nephews). The *McDuckia* is clearly his new target, for he intends to use it as his new flying fortress, with his first target being Duke Scrooge McDuck's money bin! But alas! You can hear another voice echoing out on the system! Baron Pete has also captured the famous Duckberg actress, Lady Daisy Duck! (who also happens to be Capt. Donald's girlfriend).

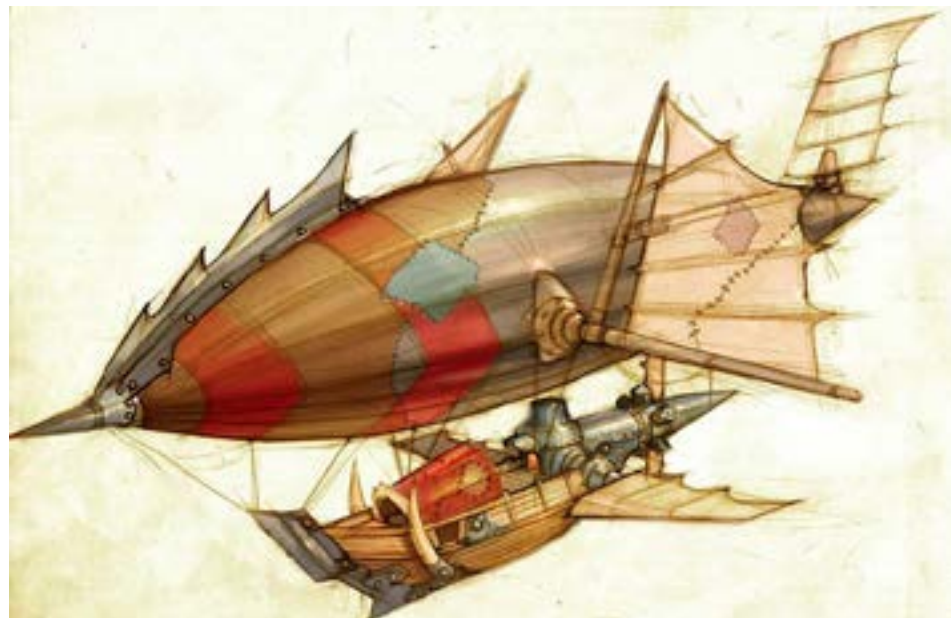
Suddenly the hangar shudders, the doors opening wide, flooding the area with light. The full glory of the *McDuckia* can be seen, but it is to everyone's dismay that the steam systems are working and the zeppelin begins to take off. Capt. Donald orders everyone to a fleet of steam-powered dirigibles in hopes of stopping his uncle's latest venture.

As the *McDuckia* launches off toward the money bin, Baron Pete's own armada flies in. They are a flurry of pests, but Capt. Donald, his nephews and the new mechanics knock them out of the sky one by one with steam blasts from their ships. During the dogfight, Huey, Dewey and Louie notice that an entrance bay has been left open on the *McDuckia* (as Dewey had been playing around in that spot, forgetting to close it behind him), so everyone makes a beeline for it.

As their ships fly in, Dewey points out that they are in the entertainment hall of the zeppelin, by the grand steam pipe organ (which he loves to play). The dirigibles stop as they reach the grand organ, which Baron Pete has begun to play in triumph. Sound blasts out left and right of it, issuing note after note. To the side, Lady Daisy is captured. Seeing this, Capt. Donald flies in closer while Pete is distracted, hopping out of his dirigible and releasing her. Baron Pete notices this after Daisy hugs Donald too hard and he quacks out, the looming music halting. Baron

Pete pulls out his steam blaster and threatens to use it on Donald. Dewey quickly points out a wrench he left while working in the area to Donald, who quickly grabs it. Baron Pete laughs as he thinks there is no way Donald can stop him with that. Donald screams, "Oh yeah!?" and tosses the wrench, missing Pete by a mile. Pete laughs more until he realizes that Donald has hit a critical steam valve which causes pressure to build up in the system. Soon one of the pipes burst, spraying Pete with steam and knocking him down for the count (birds and stars crowning his head). Everyone rejoices until they realize the steam that just saved them, is critical to keeping the zeppelin afloat. Donald rushes for the captain's helm as the nephews and mechanics fly out, hoping to slow its descent with grappling hooks, lest it crash into the bin. Donald can be heard quacking and working furiously over the dirigibles intercom systems and the nephews and mechanics pull hard to stop the zeppelin. Finally Donald is successful in slowing the zeppelin, butting it right up to his uncle's money bin.

Everyone cheers, but not before Duke McDuck can be seen on top of his money bin, near where the dirigible is flying and the captain's helm on the *McDuckia* are, tapping his feet in frustration. Donald laughs sheepishly before the nephews and mechanics high tail it out of there.



## SCRIPT

The newly arrived mechanics have found their way through the Duckberg Hangar, after having been called upon by Huey, Dewey and Louie, the nephews of Capt. Donald Duck. They are loaded into their own dirigible complete with intercom system to speak with the nephews.

Intercom fuzz

Huey: Hey, is this thing working, Louie?

Louie: Yeah, I just got it up and running this morning,

Huey: Can everyone hear us? Great. Thanks again for the help with this job, we gotta make sure the *McDuckia* is ready for launch by this evening for Unca Scrooge. Unca Donald will tell you what your job is and we'll oversee each team. Let's go!

The dirigible takes off, rocketing around a corner making its way to a wall of pipes where whistling and quacking can be heard. Huey, Dewey and Louie can be seen nearby.

Dewey: Hey, Unca Donald! We have some new mechanics here to help!

Donald, startled by the sudden intrusion, jumps in fright, banging his head on a nearby pipe, eliciting a rupture of steam from another one, right into his tail feathers. He quacks in pain, sent rocketing like a pinball around all the pipes, sending blasts of steam out in all directions, even onto the new mechanics, correcting a few back into their proper alignment, ie, not crooked, before landing face first in front of the dirigibles. He erupts into a classic fit of rage, but not before sounds can be heard throughout the ship of the systems kicking on. Apparently Donald's maligned pinball excursion finished all of the fixes he needed. He looks around in amazement

Donald: Well would you look at that.

He turns his attention to the boys and the mechanics.

Donald: Okay, let's-

He is interrupted by loud fuzz over the intercom and a menagerie of voices, loud and whooping and hollering, before one voice, bombastic and deep-throated, prevails among them.

Baron Pete: Thanks duck for getting this ship here up and running for me. My boys and I be eternally grateful to you making our new flying fortress all up and running. Now, if you will excuse us, we have a date with a money bin, hahahahaha.

The hangar shudders as the *McDuckia* shakes to life, readying for liftoff. The mechanics' dirigibles slowly move forward around the hangar.

Another voice, this one female, blasts onto the intercom.

Daisy: Donald! You and the boys have to stop him-

Daisy's voice is cut off.

Pete: Now you hush down, see here. See ya later, losers.

The intercom communications end. The hangar doors open their maw as the *McDuckia* begins to lift off from berth. The intercom buzzes back into life.

Huey: Unca Donald, we need to stop them!

Donald: I know, I know! We have to rescue Daisy! And Unca Scrooge will never let me hear the end of it if his zeppelin gets stolen.

Louie: Don't forget that Baron Pete wants to use the zeppelin to get Unca Scrooge's money bin!

Donald, exasperated: I know, I know! Fly out of the hangar and use your anchors to ground that ship!

The dirigibles fly out of the hangar, only to be met with the full force of Baron Pete's armada.

Dewey: Uh, that might be a problem...

Donald: Quick! Use your steam guns to ground those ships! Don't let them scare you!

The dirigibles fly and engage the armada, steam guns blasting steam in every direction. But the boys can be seen flying their dirigibles with great skill, downing ship after ship, saving the mechanics, who stop a few ships on their own. Capt. Donald is flying his trusty bi-wing plane, doing barrel rolls and showing why he earned the title, Captain. Louie calls out, having spotted something on the *McDuckia*.

Louie: Hey! There! On the side near the captain's helm! One of the bay doors is open!

Dewey: Oh. I must have left that open while I was fixing the pipes in the grand hall...

Huey: Now what did you do that for?

Dewey: Well it wasn't on purpose...

Donald: It doesn't matter boys! Let's fly in and save Daisy! And stop Baron Pete!

The Captain and boys fly in, Donald landing his ship and hopping out. They and the mechanics have arrived in the Grand Hall, a wide open expanse of glory and opulence. In the center lies a great steam organ, commissioned by Duke McDuck to be a jewel in his already grand crown of a zeppelin. Lady Daisy can be seen tied to a steam pipe as Baron Pete wails on the grand organ, playing a barrage of notes, harrowing and looming. Donald quickly frees Daisy.

Daisy: Oh Donald!

Daisy hugs Donald too tightly, eliciting a loud quack from him. This captures Baron Pete's attention and the music stops.

Pete: Ah, thinking you were gonna get the girl and save the day, eh duck? Well, this'll be one time you don't stop me!

Baron Pete grabs his blunderbuss of a steam gun, complete with steam pack on his back. Dewey calls over to Donald.

Dewey: Unca Donald! Quick! The wrench I left here!

Dewey points to a wrench nearby Donald, who snaps it up quickly. Baron Pete laughs.

Pete: Hahahahaha! What're ya gonna do with that? You'll never stop this here blunderbuss of mine!

Donald: Oh yeah!?

Donald tosses the wrench...and misses spectacularly. His wrench ricochets around the nearby pipes and Baron Pete laughs heartily. And yet, Donald seems to have hit something as a warning siren blares and a mechanical voice can be overheard calling out system failure and malfunction. Steam builds up in the pipes, threatening to burst.

Disembodied Voice: Warning. Systems Failure. Loss of lift.

Donald, sheepishly: Uh-oh.

Baron Pete looks around at the commotion, but not in the right direction. Steam begins to erupt from the nearby pipes...right into him and his steam pack for his blunderbuss. It explodes, sending him high into the air before landing in a heap before the ducks, a crown of birds and stars encircling his head.

Nephews: Hurray!

But the malfunction continues and the zeppelin drops.

Donald: Quick boys, fly out and use your anchors to keep this puppy afloat! I'll get to the helm!

The boys and mechanics fly out of the zeppelin, sealing their anchors in the hull and pulling to stop the *McDuckia* from falling. Scrooge McDuck's money bin looms large ahead.

Louie: Pull everyone! Keep going!

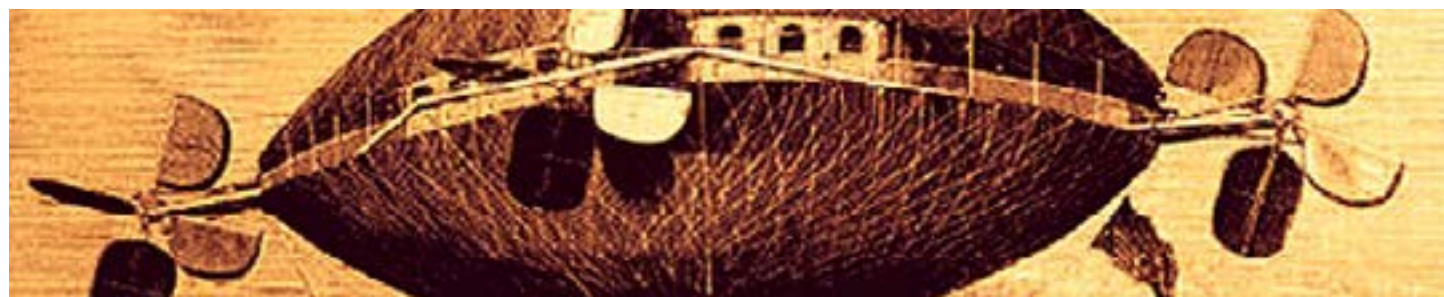
The dirigibles strain against the weight, slowing the zeppelin bit by bit. It gets closer to the money bin bit by bit, but the anchors work, as the *McDuckia* comes to rest gently against the money bin, Scrooge McDuck standing annoyed on top.

Scrooge: Donald! You get yeself outta that captain's helm right now, laddie! I need te have a few words with ye!

Donald can be seen in the cabin, grinning sheepishly, knowing he is in for a few words. The mechanics' dirigibles start back up and drop their anchors, letting the *McDuckia* come safely to rest on the ground and return back to the hangars. The boys pop back on the intercom.

Huey: Thanks again for the help! No, uh, we need to go save Unca Donald from Unca Scrooge...

The mechanics disembark from the hangar.



## RIDE PROGRESSION BREAKDOWN

### BOARDING

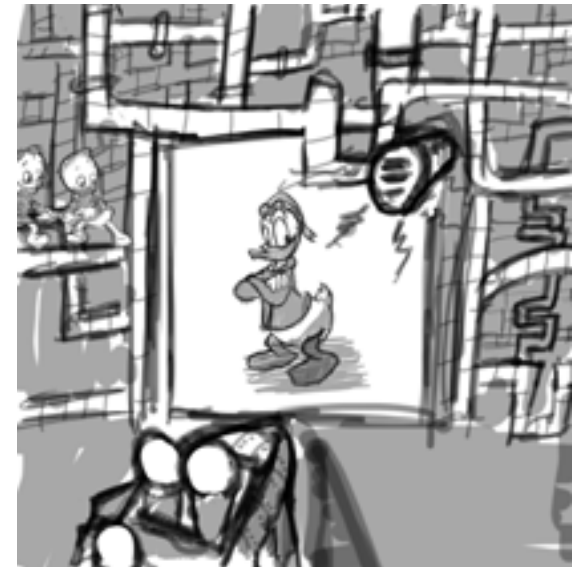
Guests board their dirigibles from the Duckberg Hangar, a wide area of pipes, glass and the Duckberg cityscape with flying zeppelin, planes, and Scrooge's money bin to be seen. They cannot see the *McDuckia* just yet, that reveal happens later in the ride. The Nephews are overseeing the boarding in the nearby office. Screens are used so they can be animated and try pressing various buttons, creating a variety of effects and mischief while the guests board. Once boarded they ride a short ways down a tunnel and come to the first area.

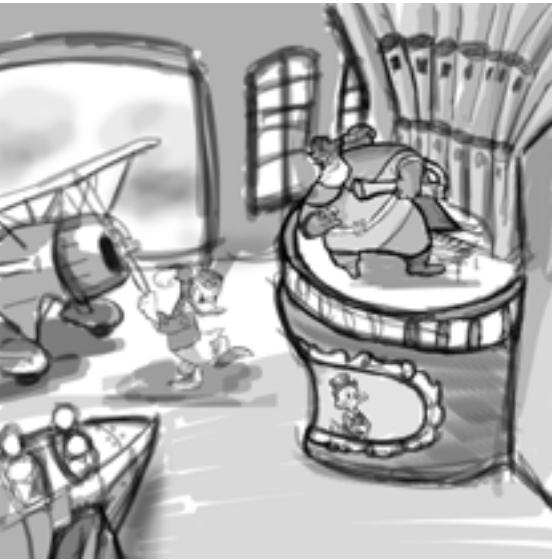
### PIPE HAVEN

The dirigible pulls up to a wide array of steam pipes that surround a giant screen. Animatronic Nephews are seen on one side and tell the story sequence there. Donald is projected onto the screen, shown working before hitting his head and throwing a temper tantrum after the boys startle him. A booming loud speaker (real) is off on the top right, projecting Pete's and Daisy's voices. From here, the ride swoops around and sees the *McDuckia* fully.

### DOGFIGHT

The dirigible lifts off and pulls out of the hangar, seeing the giant *McDuckia* zeppelin slowly move outward, but also numerous fighter planes from Pete's armada. On rails, the dirigible swoops and zooms, sees enemy fighters go down and swings around to the opposite side of the *McDuckia* where they enter into the Organ Chamber. Donald and his bi-plane are projected on a screen where the guests see him bravely dogfight.





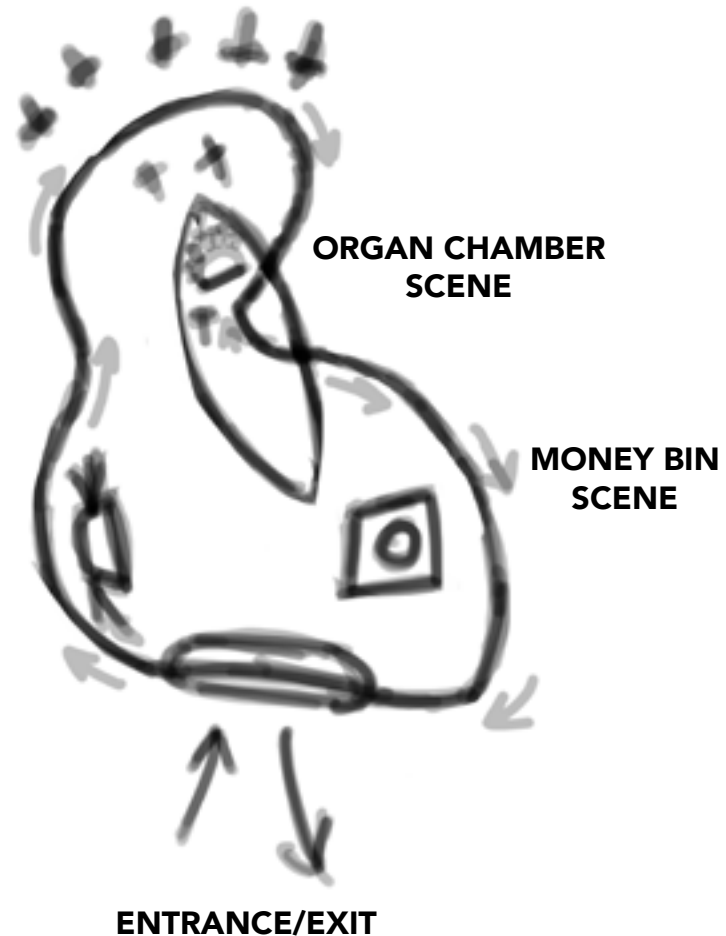
### ORGAN CHAMBER HALL & MONEY BIN AREA

The guests fly into the area and hover for the duration. An animatronic Pete plays the organ that spews steam and Donald and Daisy are animatronic as well. The Nephews are projected nearby onto a screen. When Pete notices Donald, he uses his steam gun (already attached to him) and Donald "throws" a wrench which knocks Pete from view before a second, static Pete emerges with a spinning crown of birds and stars.

When the story dictates the guests leave the area, rather than fly out of the same hangar, they "fly" down and exit a second hangar which has the *McDuckia* captain's helm clearly visible and Scrooge's money bin very close. The *McDuckia* moves slightly to nudge the bin with an animatronic Scrooge atop it, tapping his foot. The captain's area of the *McDuckia* is all screens so Donald and Daisy can be animated. From here, the guests fly around to the hangar and exit a short distance from boarding.



### DOGFIGHT SCENE



## IMAGERY

What follows is a collection of imagery and artwork that illustrates the mood, theme, lighting, costuming, props and art direction of Captain Donald and the Sky Pirates of Tomorrow.

Enjoy!

Dictionary

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### steam·punk

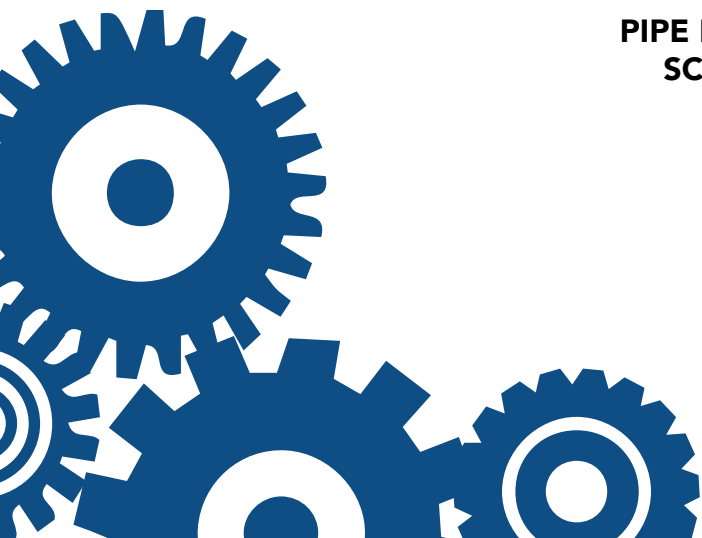
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*noun*

a genre of science fiction that has a historical setting and typically features steam-powered machinery rather than advanced technology.  
 "if you like steampunk, this is a great book for you"

- a style of design and fashion that combines historical elements with anachronistic technological features inspired by science fiction.  
 "the essence of steampunk is homage to vintage fashion with a modern, sassy twist"

⌵ Translations, word origin, and more definitions



# INSPIRATION

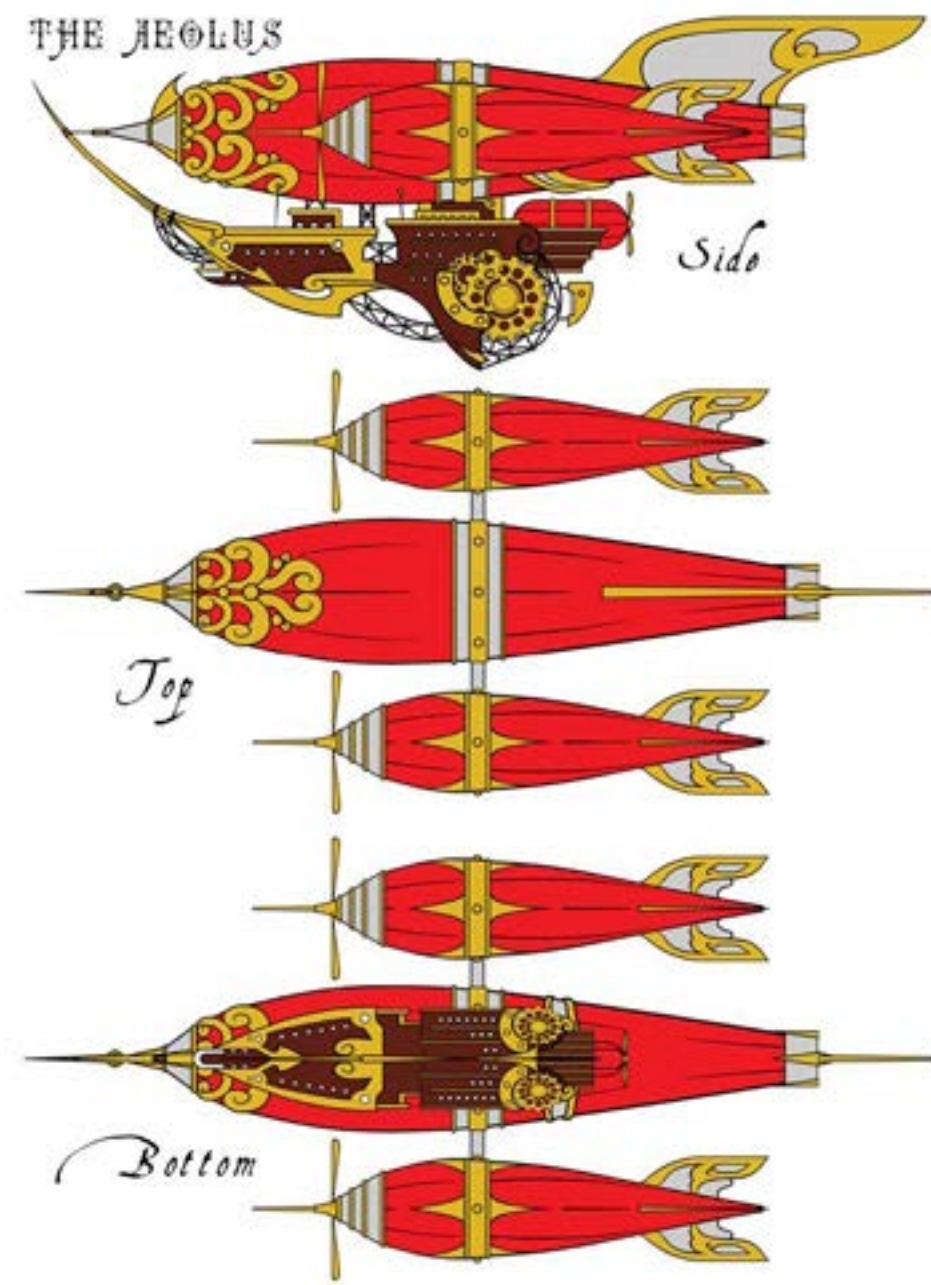














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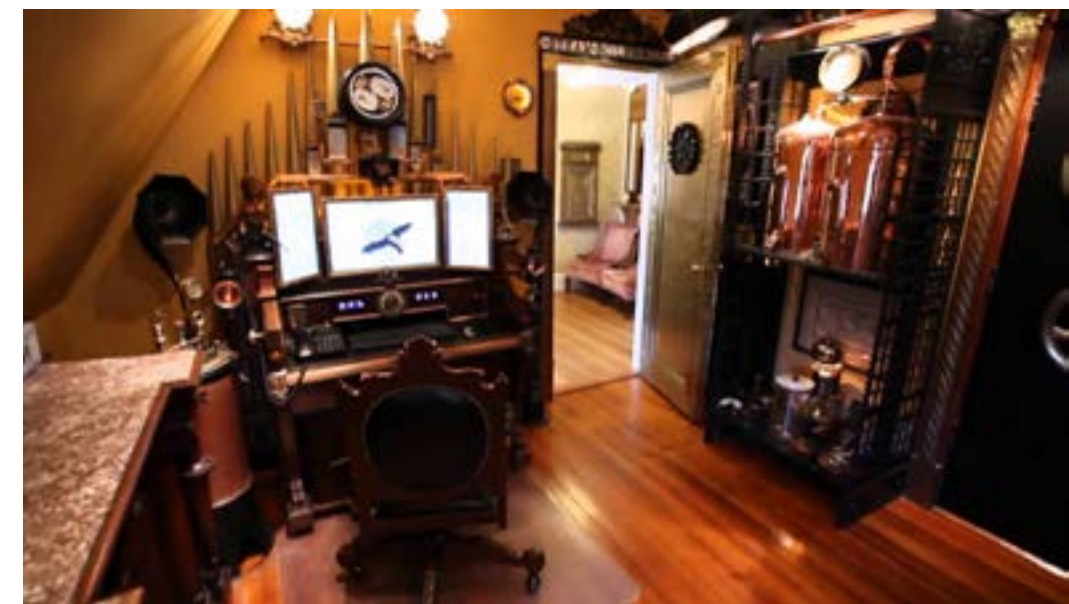
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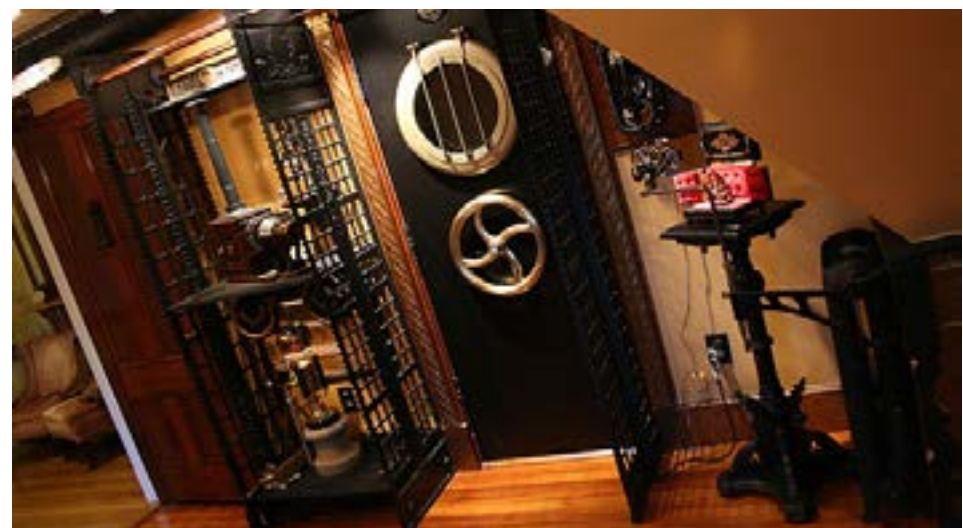


# COSTUMING











# FLY THE FRIENDLY SKIES

