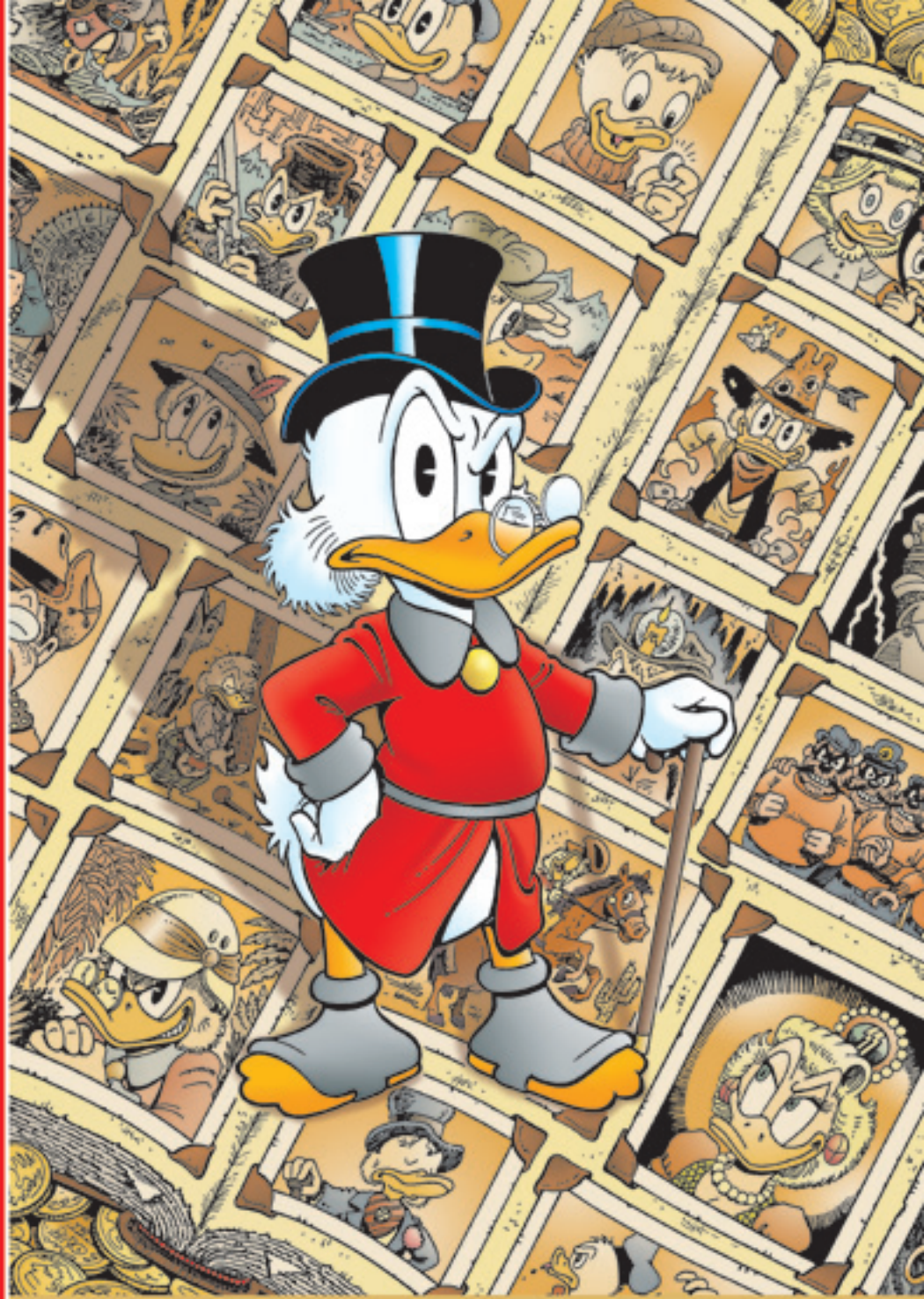


BOOM! BLAST

\$1.00


kaboom!



The Life and Times of
\$CROOGE M'DUCK

BY DON ROSA
EISNER AWARD WINNER

00111
8 44284-00240-0
WWW.KABOOM-STUDIOS.COM



THIS IS
AN EXCERPT FROM THE
EISNER AWARD-WINNING
"THE LIFE AND TIMES OF
SCROOGE MCDUCK".
VOLUME 1, VOLUME 2,
AND COMPANION
HARDCOVERS ARE
CURRENTLY AVAILABLE
FROM BOOM! STUDIOS.

THE DREAM OF A LIFETIME!

ART & STORY
DON ROSA

COLORS
SUSAN DAIGLE-LEACH & SCOTT ROCKWELL

LETTERING & TITLES
TODD KLEIN, JOHN CLARK, & BILL PEARSON

EDITOR
CHRISTOPHER BURNS

GRAPHIC DESIGNER
STEPHANIE BONZAGA

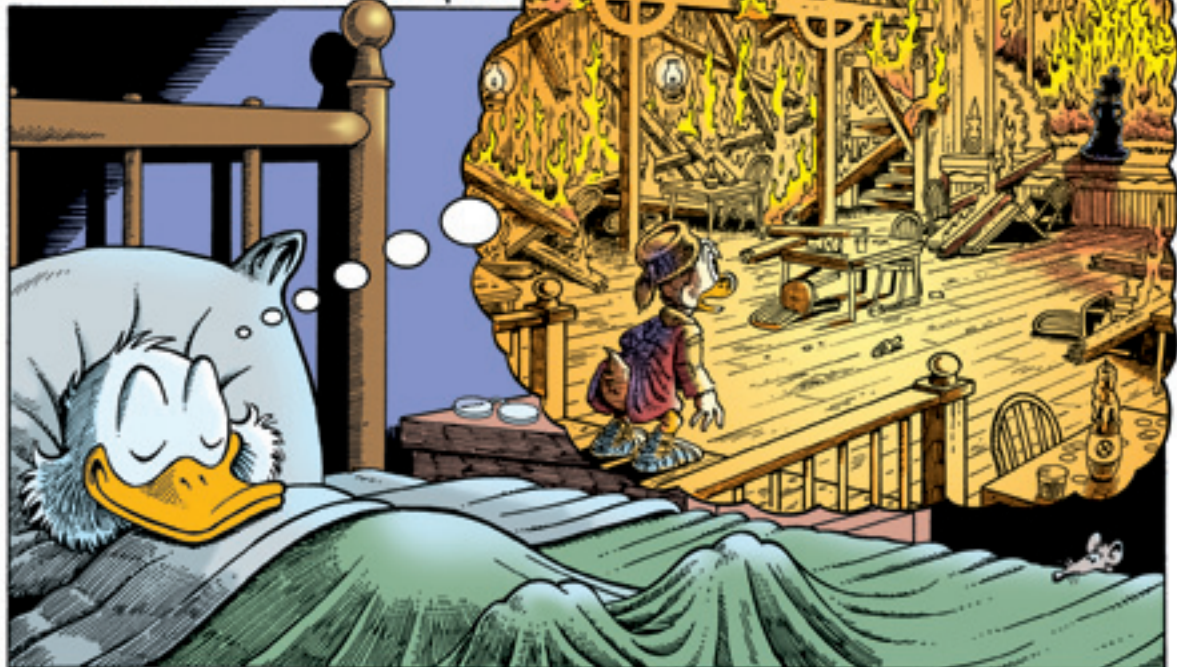
SPECIAL THANKS: **JESSE POST, LAUREN KRESSEL, ELENA GARBO, DAVID GERSTEIN, & DON ROSA**

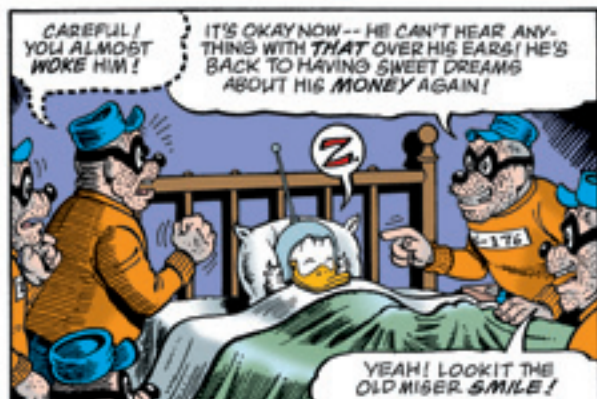
kaboom!

WWW.KABOOM-STUDIOS.COM

WALT DISNEY'S THE LIFE AND TIMES OF SCROOGE MCDUCK BOOM! BLAST EDITION — May 2011. Published by KABOOM!, a division of Boom Entertainment, Inc., 6310 San Vicente Boulevard, Suite 107, Los Angeles, CA 90048-5457. All contents, unless otherwise specified, copyright © 2011 Disney Enterprises, Inc., except commentary text material © Don Rosa. All rights reserved. KABOOM!™ and the KABOOM! logo are trademarks of Boom Entertainment, Inc., registered in various countries and categories. All characters, events, and institutions depicted herein are fictional. Any similarity between any of the names, characters, persons, events, and/or institutions in this publication to actual names, characters, and persons, whether living or dead, events, and/or institutions is unintended and purely coincidental. KABOOM! does not read or accept unsolicited submissions of ideas, stories, or artwork. For information regarding the CPSIA on this printed material, call: (203) 595-3636 and provide reference #EAST - 99999. PRINTED IN USA.

UNCLE \$CROOGE *in* The DREAM of a LIFETIME!

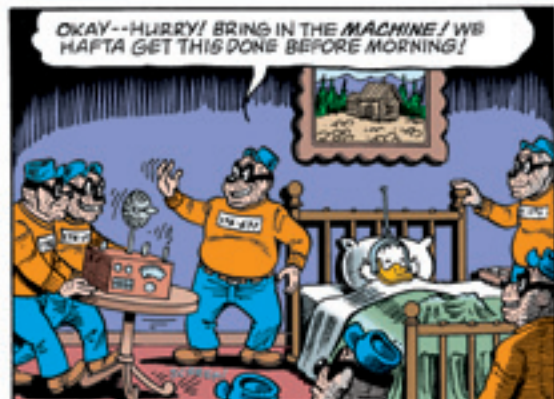




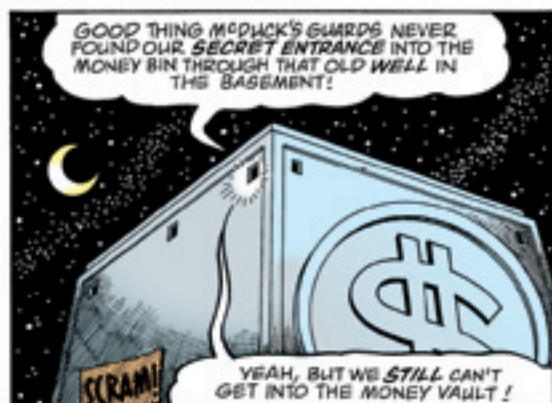
CAREFUL!
YOU ALMOST
WOKE HIM!

IT'S OKAY NOW-- HE CAN'T HEAR ANY-
THING WITH *THAT* OVER HIS EARS! HE'S
BACK TO HAVING SWEET DREAMS
ABOUT HIS *MONEY* AGAIN!

YEAH! LOOKIT THE
OLD MISER *SMILE!*



OKAY--HURRY! BRING IN THE MACHINE! WE
HAFTA GET THIS DONE BEFORE MORNING!



GOOD THING McDUCK'S GUARDS NEVER
FOUND OUR SECRET ENTRANCE INTO THE
MONEY BIN THROUGH THAT OLD WELL IN
THE BASEMENT!

YEAH, BUT WE *STILL* CAN'T
GET INTO THE MONEY VAULT!



WELL, THIS MACHINE WE STOLE FROM THAT
GOOFY INVENTOR WILL SOLVE THAT PROBLEM!

SURE ...UH... TELL ME
AGAIN HOW IT WORKS ...?



THAT CONTRAPTION IS MADE TO HELP PSYCHIATRISTS
EXAMINE THE DREAMS OF THEIR PATIENTS! THE
WEARER OF SUCH A BRAIN-SCANNER CAN MENTALLY
ENTER INTO THE DREAMS OF THE SUBJECT!

YEAH, JUST LIKE WE WALTZED
INTO THIS ROOM!



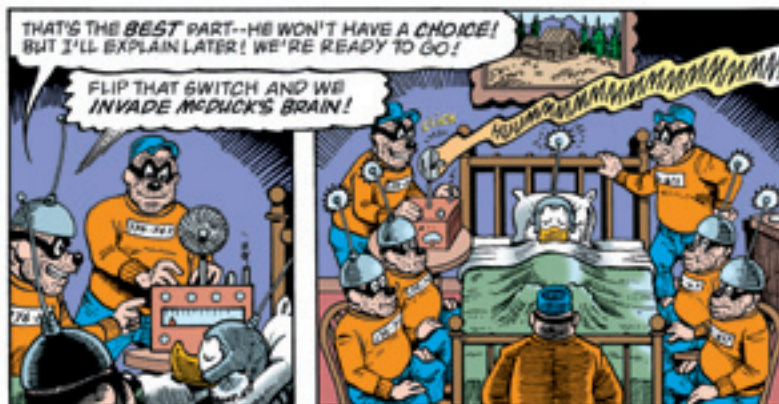
OLD SCROOGE IS ALWAYS
DREAMING OF NOTHIN!
BUT HIS MONEY-- EVERY-
BODY KNOWS THAT!

SURE ...LOOKIT THAT
GRIN! WHAT ELSE COULD
HE BE DREAMING OF?



SO, WE'LL GO IN THERE AND ASK
HIM FOR THE COMBINATIONS
TO THE VAULT DOOR!

BUT...UH... WHY WILL
HE TELL US?



THAT'S THE BEST PART--HE WON'T HAVE A CHOICE!
BUT I'LL EXPLAIN LATER! WE'RE READY TO GO!

FLIP THAT SWITCH AND WE
INVADE McDUCK'S BRAIN!

MEANWHILE, JUST OUTSIDE...

IT'S LUCKY YOUR HELPER CUT THE ROPE AFTER THE BEAGLE BOYS TIED YOU UP!

YES! THEN I CALLED YOU RIGHT AWAY!

THEY SAID THEY WERE GONNA USE YOUR MACHINE TO ENTER UNCLE SCROOGE'S DREAMS, BUT WE'LL, WE'LL CATCH 'EM IN THE ACT AND PUT A STOP TO IT!

NO, NO... IT'S NOT THAT SIMPLE!

THEY DON'T KNOW THE DANGER! IF MR. McDUCK WAKES UP WHILE THE BEAGLE BOYS' MENTALITIES ARE STILL INSIDE HIS BRAIN, THEY'LL BE TRAPPED IN THERE FOREVER! AND THE CONFUSION WILL DRIVE YOUR UNCLE CRAZY-- OR WORSE!

OOG!

JENKINS! LET US IN! UNCLE SCROOGE IS IN GREAT DANGER!

!RAP RAP!

YESSIR... BUT EVERYTHING IS QUIET HERE!

GOOD GRIEF, YOU WERE RIGHT!

HANDS UP! ALL OF YOU!

WE'RE TOO LATE! THEY'RE ALREADY INSIDE MR. McDUCK'S BRAIN!

LET'S WAKE THE BEAGLE BOYS UP! THAT WILL BRING THEIR MENTALITIES BACK!

MR. BEAGLE! WAKE UP! WAKE UP!

LOOK! FREE PRUNES!

THAT WON'T WORK--YOU CAN'T AWAKEN THEIR BODIES WHEN THEIR BRAINS ARE ELSEWHERE!

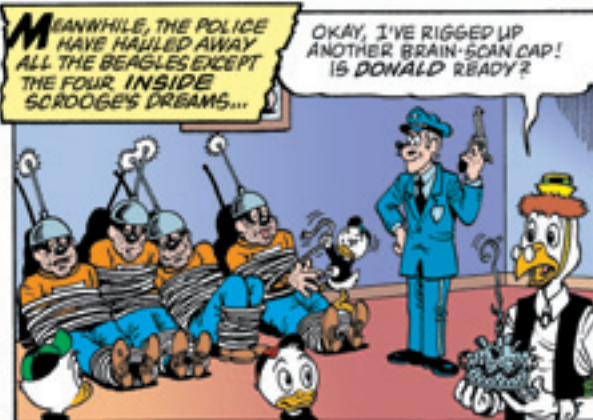
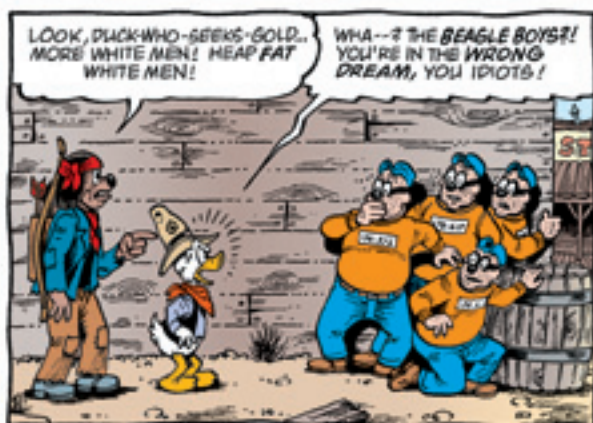
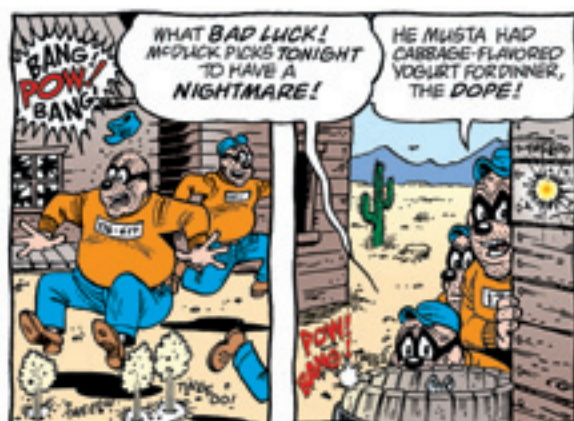
WHY NOT? IN THEIR CASE, THERE'S SO LITTLE DIFFERENCE!

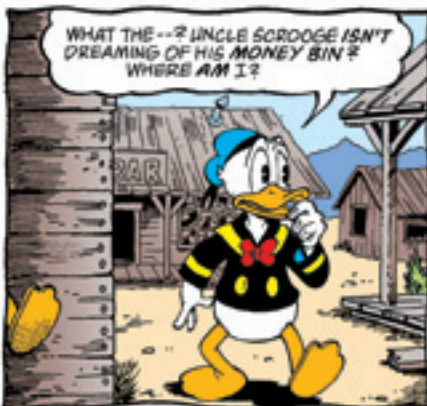
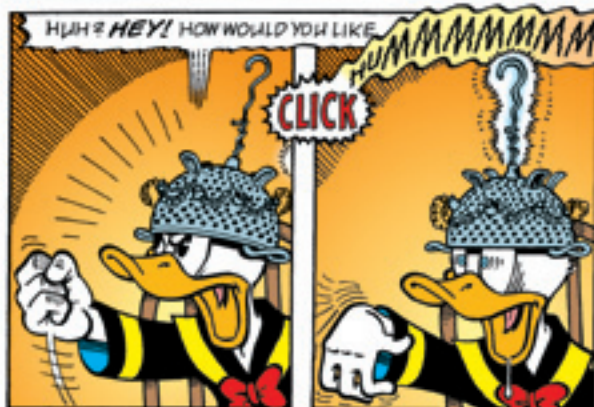
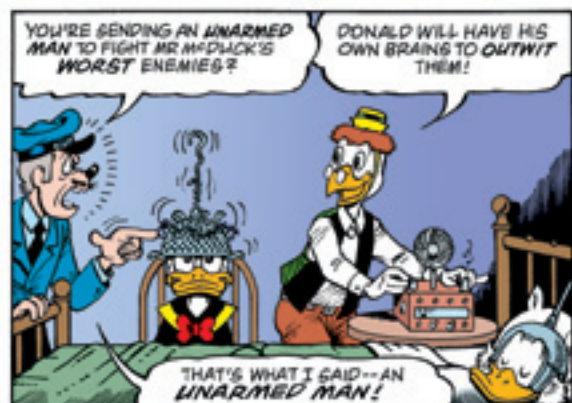
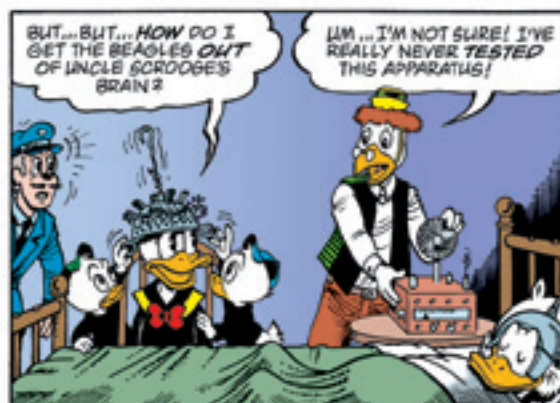
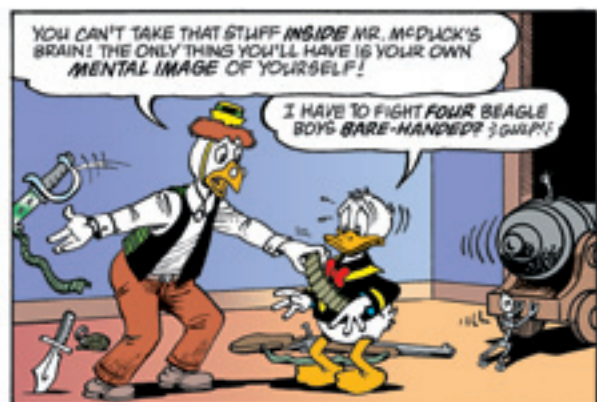
NO, THERE'S ONLY ONE WAY TO GET THEIR MENTALITIES OUT OF MR. McDUCK'S BRAIN BEFORE IT'S TOO LATE...

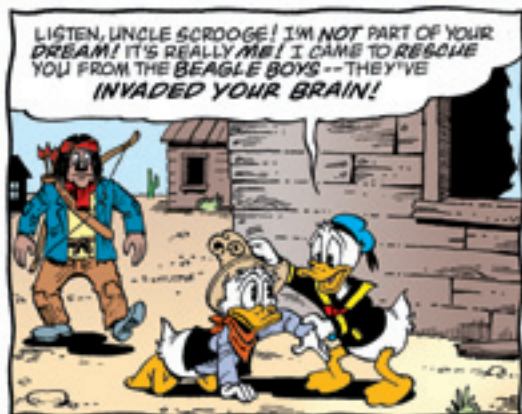
YOU MUST GO IN THERE AFTER THEM!

ME? ARE YOU CRAZY? DOES EVERYBODY'S BRAIN HAVE TO LEAVE HIS BODY AROUND HERE?

BUT WHAT'S HAPPENING INSIDE SCROOGE'S DREAM? LET'S LOOK...







LISTEN, UNCLE SCROOGE! I'M NOT PART OF YOUR DREAM! IT'S REALLY ME! I CAME TO RESCUE YOU FROM THE BEAGLE BOYS -- THEY'VE INVADDED YOUR BRAIN!



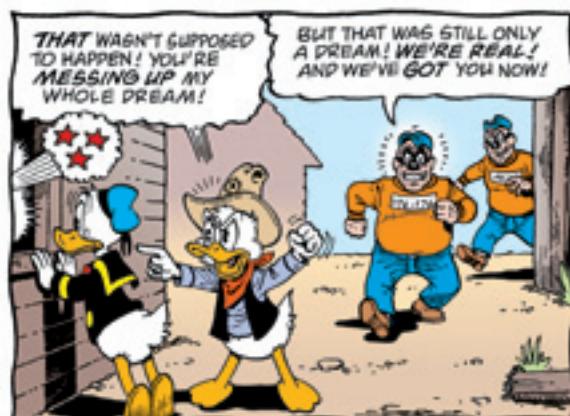
WHAT? THOSE WERE THE REAL BEAGLE BOYS BACK THERE?

THERE THEY ARE, GRATTION! BLAST 'EM!



LOOK OUT! THE DALTON BOYS!

CRASH!



THAT WASN'T SUPPOSED TO HAPPEN! YOU'RE MESSING UP MY WHOLE DREAM!

BUT THAT WAS STILL ONLY A DREAM! WE'RE REAL! AND WE'VE GOT YOU NOW!



WHAT ARE THE COMBINATIONS TO YOUR VAULT DOOR?

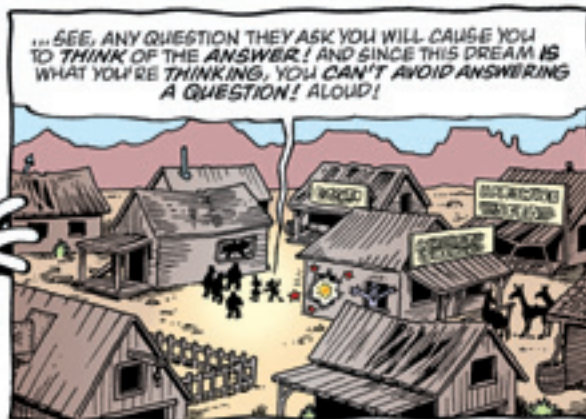
HAH! WHY WOULD I TELL YOU THAT, YOU IDIOT?

THE FIRST LOCK IS 29 RIGHT, 6 LEFT, 51 RIGHT...



GREAT SCOTT! WHY DID I SAY THAT? IT JUST CAME OUT!

THOSE SKUNKS ARE USING A MACHINE GYRO BUILT FOR PSYCHOANALYSIS...

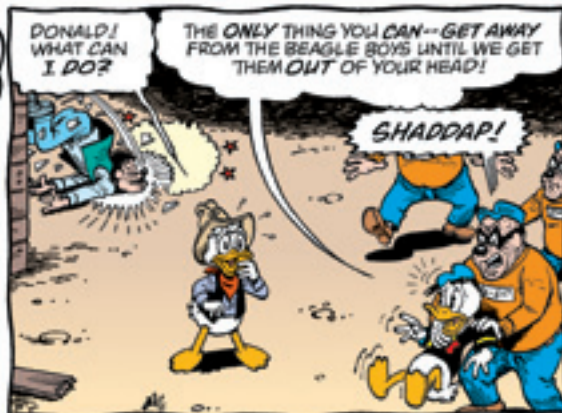


...SEE, ANY QUESTION THEY ASK YOU WILL CAUSE YOU TO THINK OF THE ANSWER! AND SINCE THIS DREAM IS WHAT YOU'RE THINKING, YOU CAN'T AVOID ANSWERING A QUESTION! ALOUD!



HEY! HE KNOWS TOO MUCH! THAT MUST REALLY BE MCDUCK'S BONE-HEADED NEPHEW SENT IN HERE TO SCREW US UP!

GRAB HIM!



DONALD! WHAT CAN I DO?

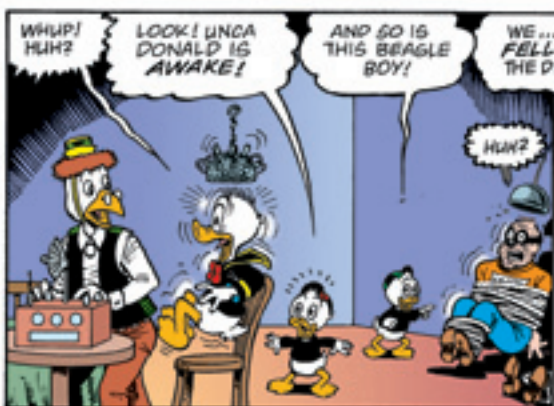
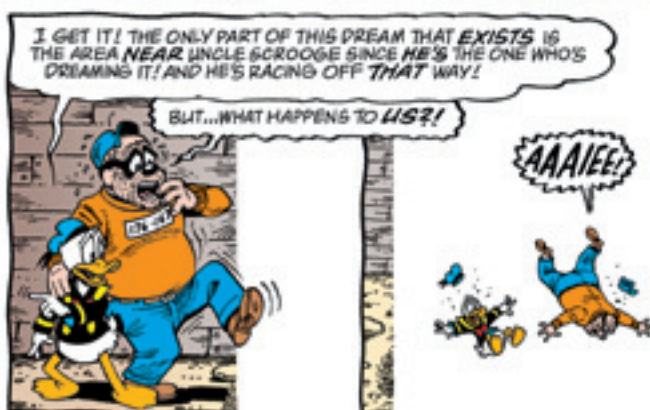
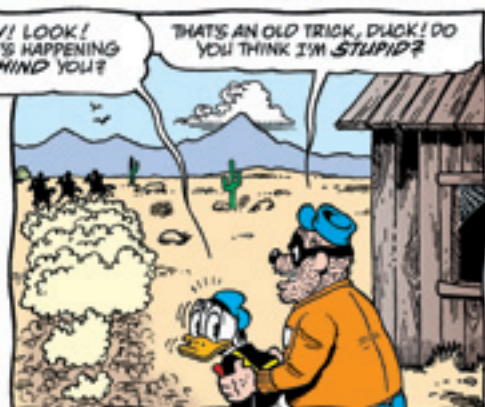
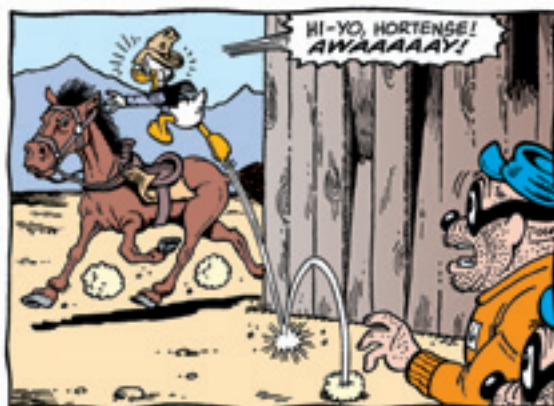
THE ONLY THING YOU CAN--GET AWAY FROM THE BEAGLE BOYS UNTIL WE GET THEM OUT OF YOUR HEAD!

SHADDAP!



I DON'T LIKE TURNING TAIL, BUT I GUESS I DON'T HAVE A CHOICE!

...FINEST!



MEANWHILE,
BACK IN
SCROOGE'S
DREAM...

WE'RE
GAINING
ON HIM!

YOU HEAR THAT, M'DUCK?
WE'RE JUST ONE HOP
BEHIND YOU!



HEY! WHERE'D HE GO? HE
JUST DISAPPEARED, AND
SO DID HIS HORSE!

SOMETHING IS A BIT
ODD ABOUT OUR
HORSES, TOO!



YOW! A KANGAROO STAMPEDE!

AAAHIEE!



HE'S HAVING AN
AUSTRALIAN NIGHT-
MARE NOW!

HE MUST HAVE BIT
INTO A BAD OYSTER
AT DINNER!



THE BEAGLE BOYS?! WHAT ARE YOU
GUYS DOING IN THIS DREAM? TOOK A
WRONG TURN SOMEWHERE?

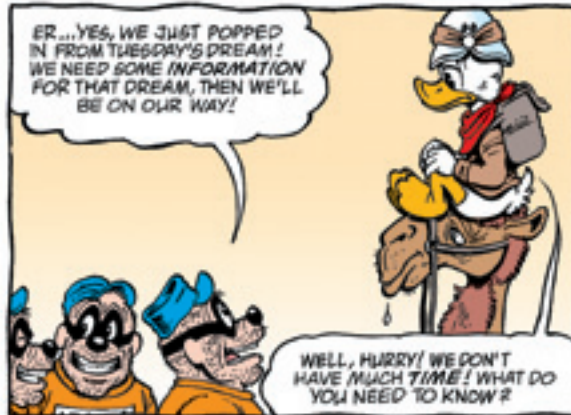


THAT'S M'DUCK-- AND HE
DOESN'T REMEMBER
WHAT'S GOIN' ON!

YEAH, IT'S A WHOLE
NEW DREAM TO HIM!
PERFECT!



ER... YES, WE JUST POPPED
IN FROM TUESDAY'S DREAM!
WE NEED SOME INFORMATION
FOR THAT DREAM, THEN WE'LL
BE ON OUR WAY!

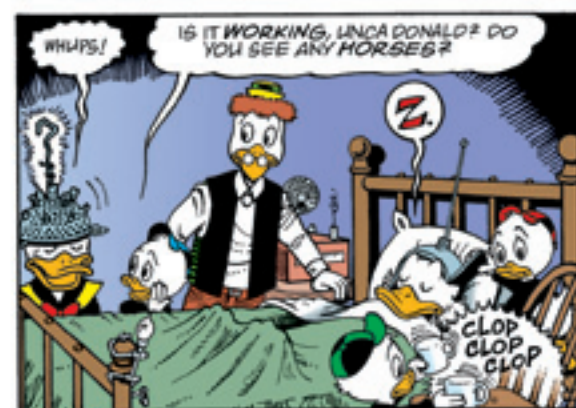
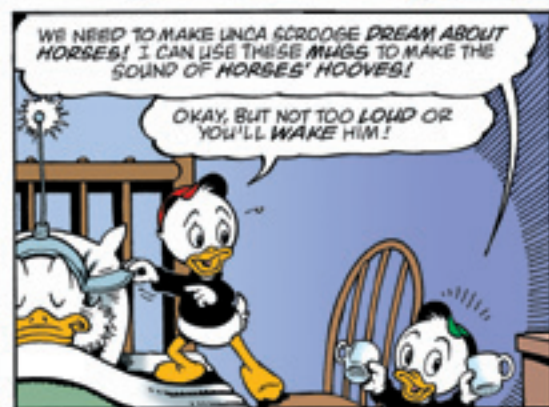
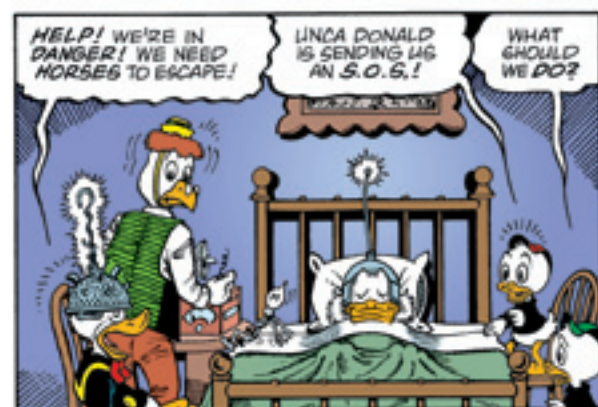
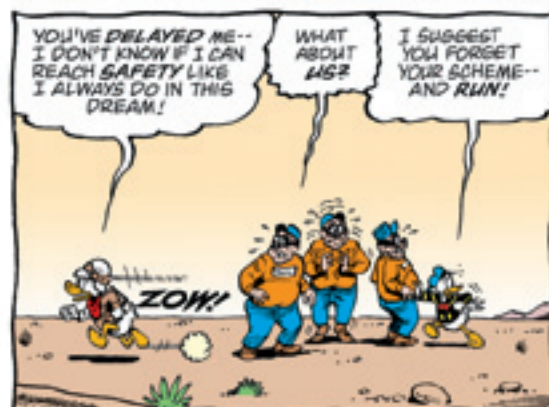
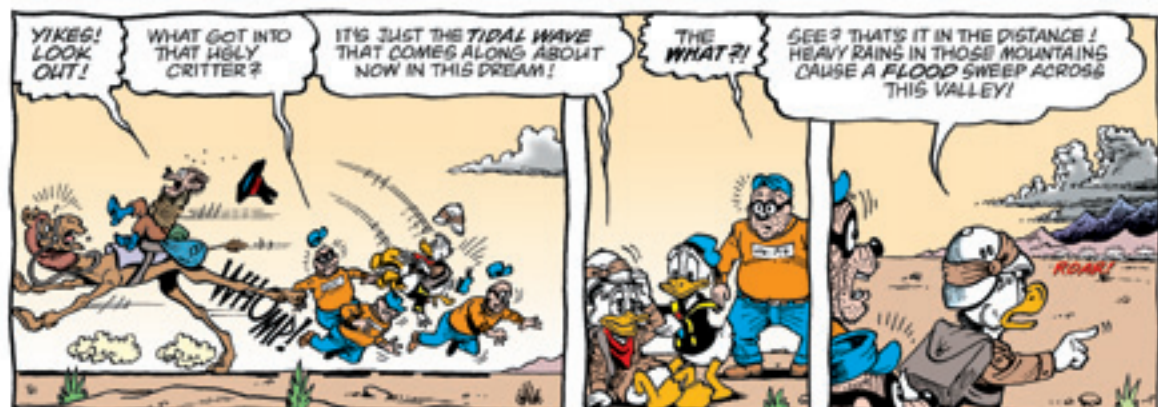


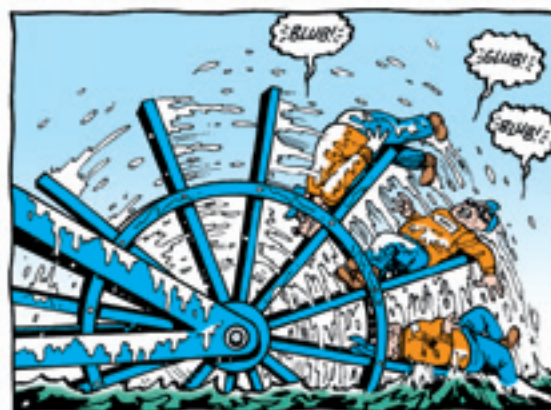
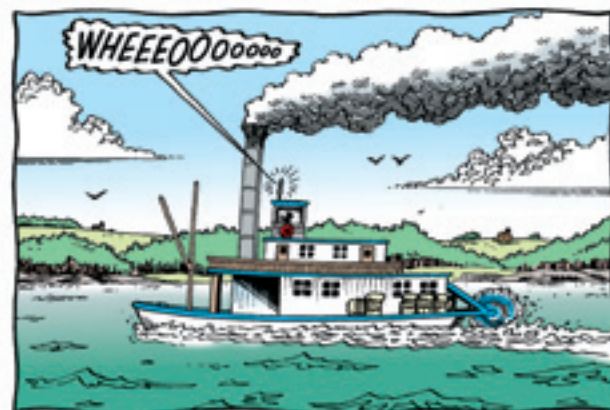
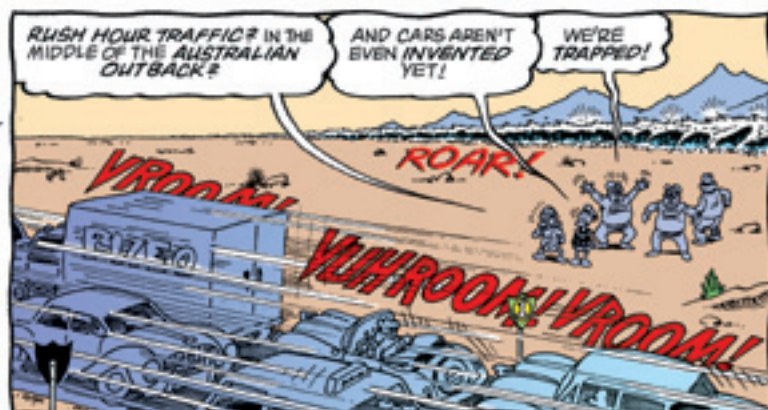
WELL, HURRY! WE DON'T
HAVE MUCH TIME! WHAT DO
YOU NEED TO KNOW?

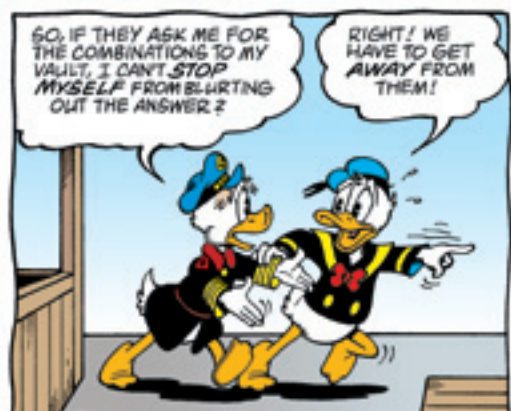
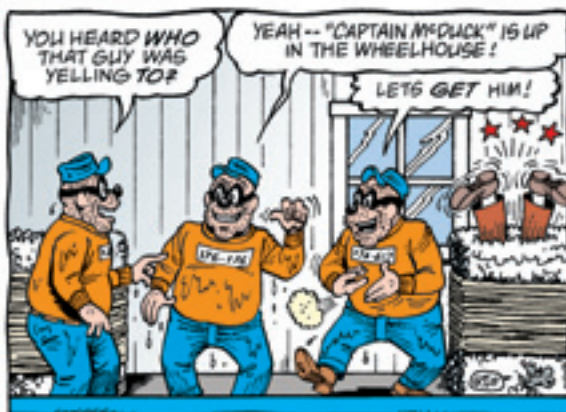
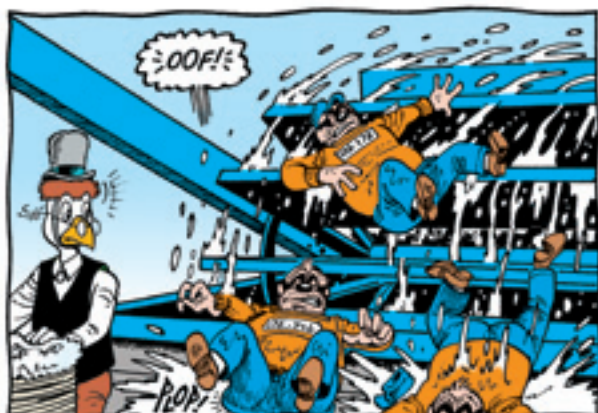
DON'T TELL THEM ANYTHING,
UNCLE SCROOGE! IT'S A TRICK!

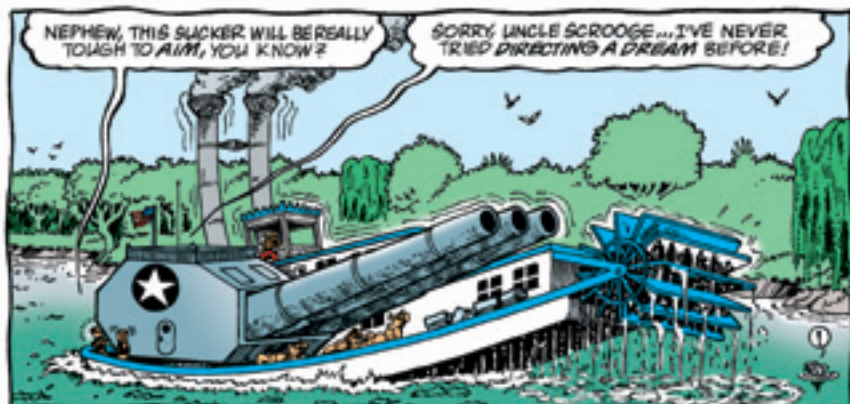
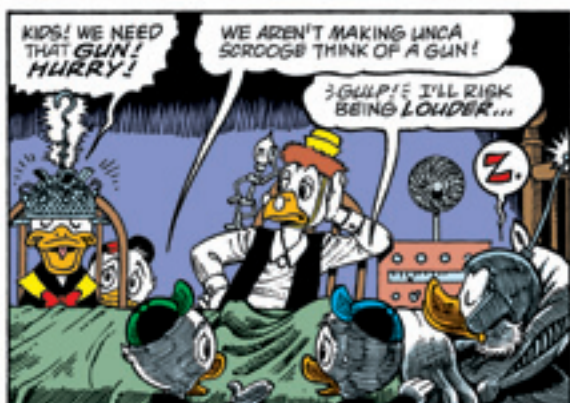
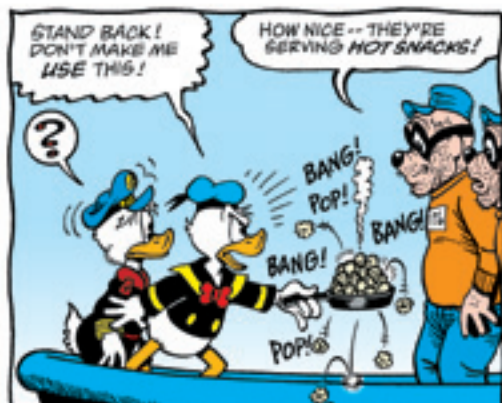


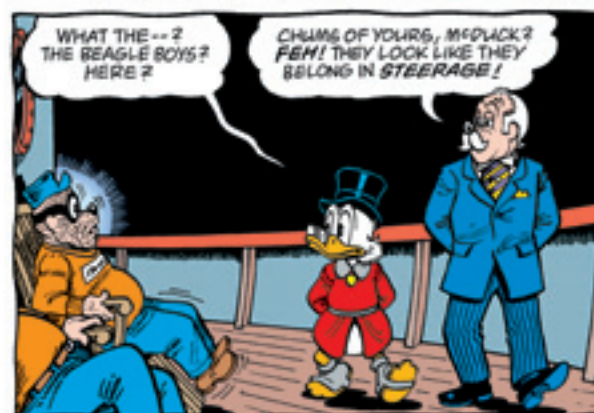
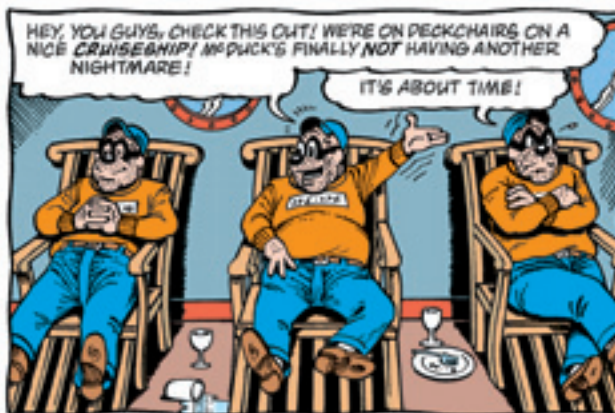
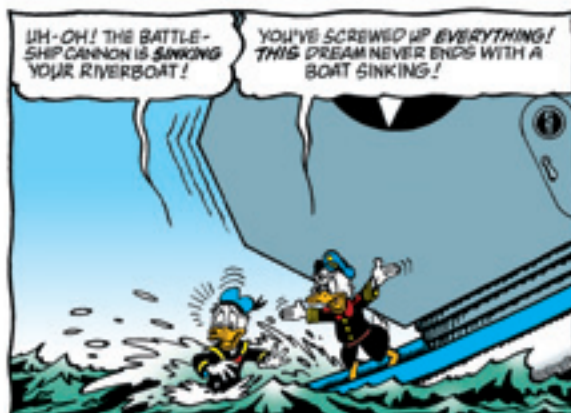
NEPHEW?! WHAT THE
@#%# ARE YOU
DOING HERE?!













THE DREAM OF A LIFETIME
POSTER

UNCLE SCROOGE PART TWO

in The **DREAM** of a **LIFETIME!**

USING A GYRO GEARLOOSE INVENTION, THOSE AWFUL BEAGLE BOYS HAVE INVADDED UNCLE SCROOGE'S DREAMS! THERE THEY'LL GET HIS DREAM SELF TO REVEAL THE COMBINATIONS TO THE LOCKS ON HIS VAULT DOOR!



THEY'RE ALL SURPRISED TO LEARN THAT SCROOGE DOES NOT DREAM ABOUT HIS MONEY, BUT INSTEAD ABOUT HIS YOUTHFUL ADVENTURES!

THE OLD COOT IS HAVING A NIGHTMARE!

NIGHTMARE?

NEVERTHELESS, THE DREAM SCROOGE KNOWS WHAT THE REAL SCROOGE KNOWS, AND IS POWERLESS TO HOLD THAT KNOWLEDGE BACK!

THE VAULT COMBINATIONS? NOW WHY WOULD I TELL YOU THAT?

29 RIGHT, 6 LEFT, 61 RIGHT...

LUCKILY, DONALD DISCOVERED THAT THE WAY TO EVICT A BEAGLE FROM SCROOGE'S DREAM IS TO GET HIM TO FALL OFF THE "EDGE"!



TO COMPLICATE MATTERS, SCROOGE'S DREAM KEEPS CHANGING AS HIS SLEEPING MIND IS INFLUENCED BY SOUNDS, SMELLS, OR IDEAS!

WE'RE SINKING!

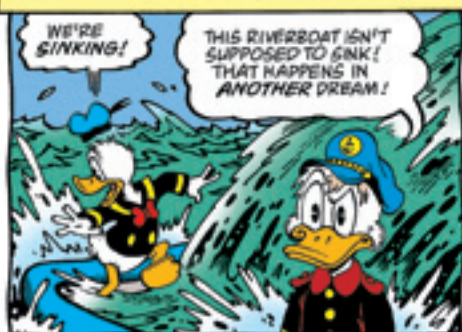
THIS RIVERBOAT ISN'T SUPPOSED TO SINK! THAT HAPPENS IN ANOTHER DREAM!

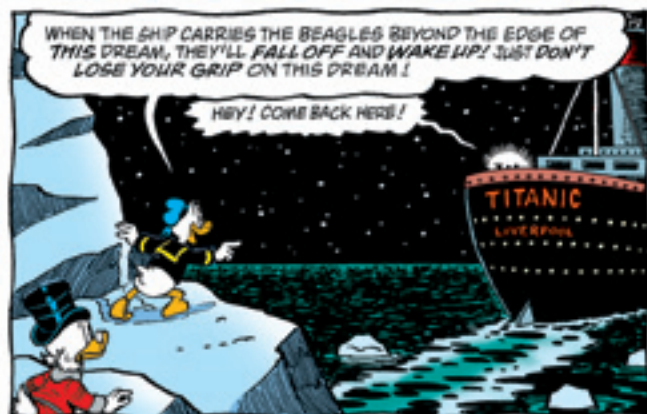
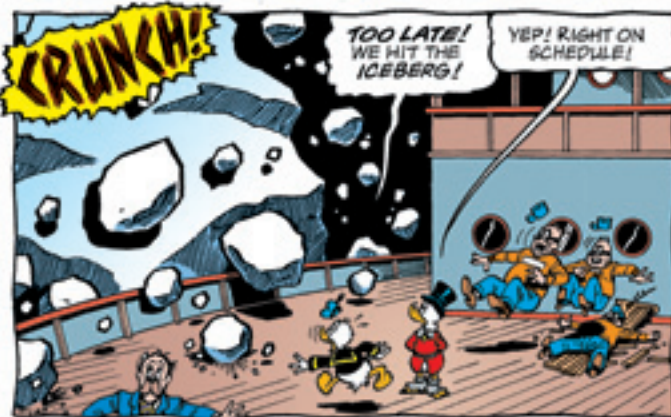
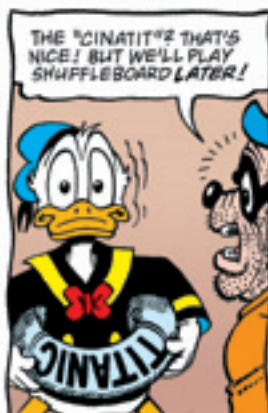
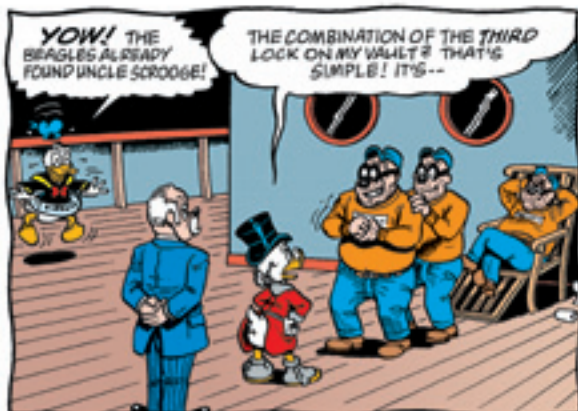
NOW, DONALD SUDDENLY FINDS HIMSELF IN A NEW DREAM WHEN HE'S PULLED OUT OF THE WATER!

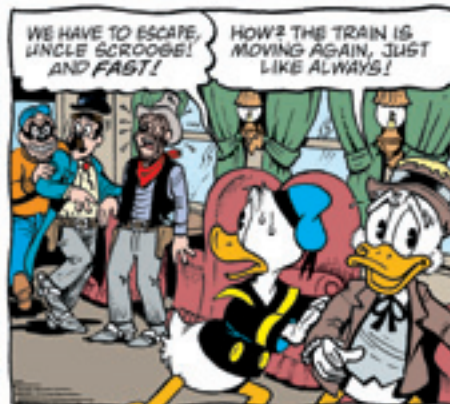
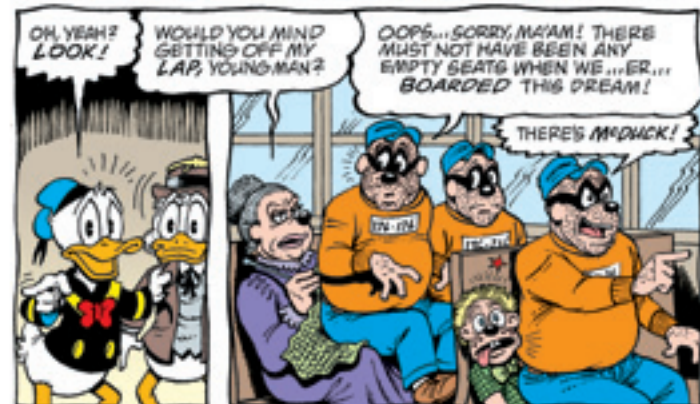
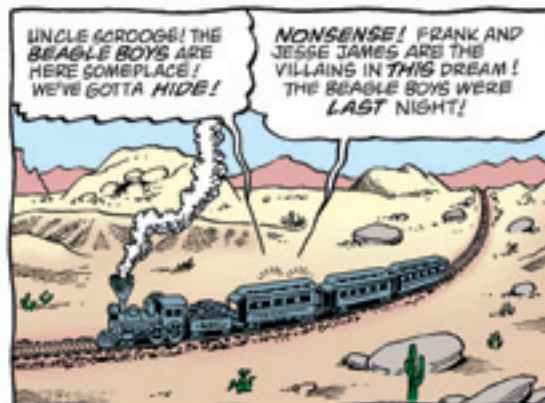
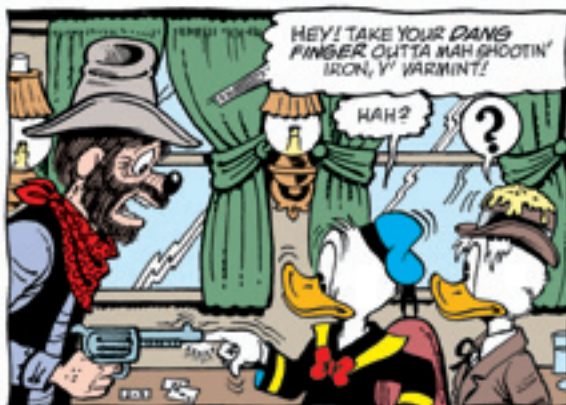
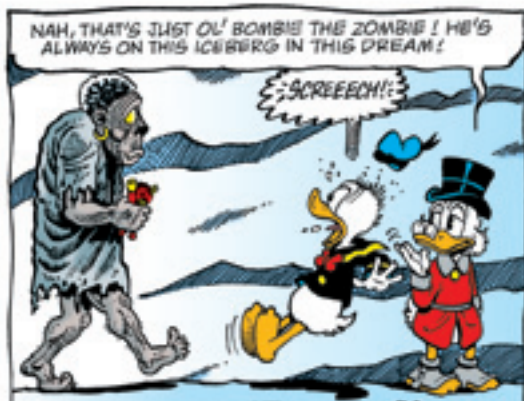
I JUST NEED TO FIND UNCLE SCROOGE BEFORE THE BEAGLE BOYS DO!

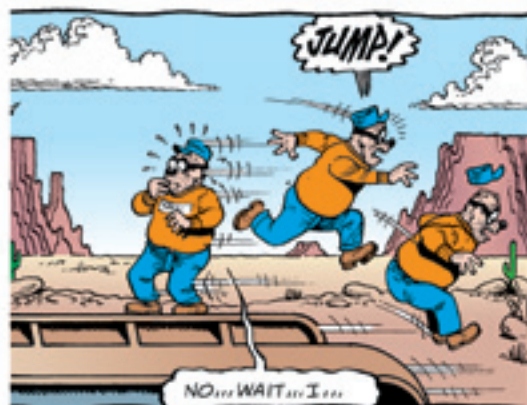
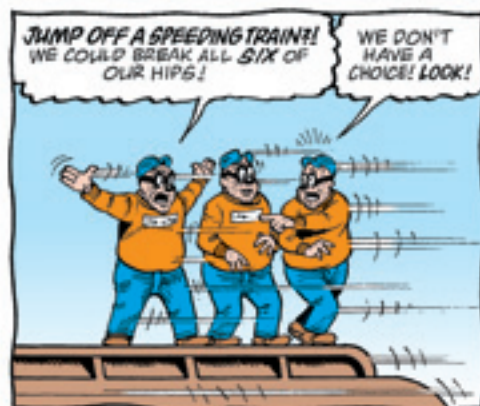
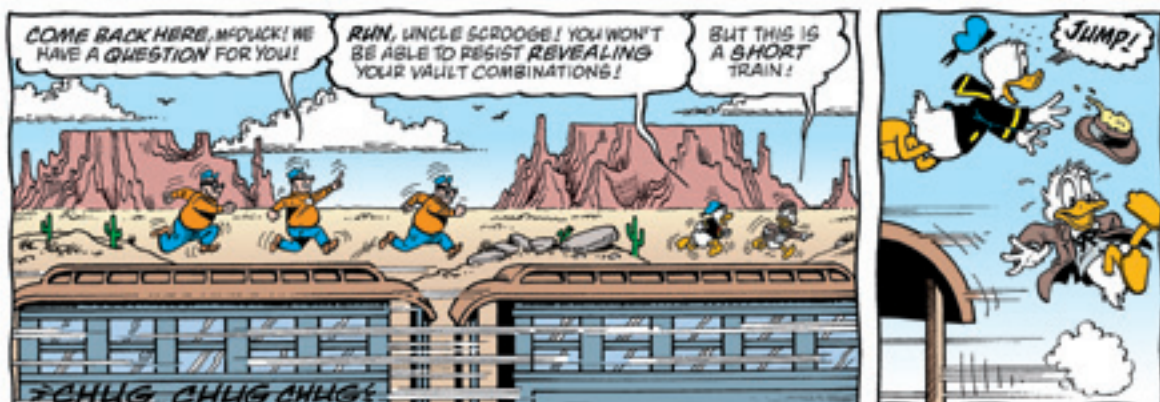
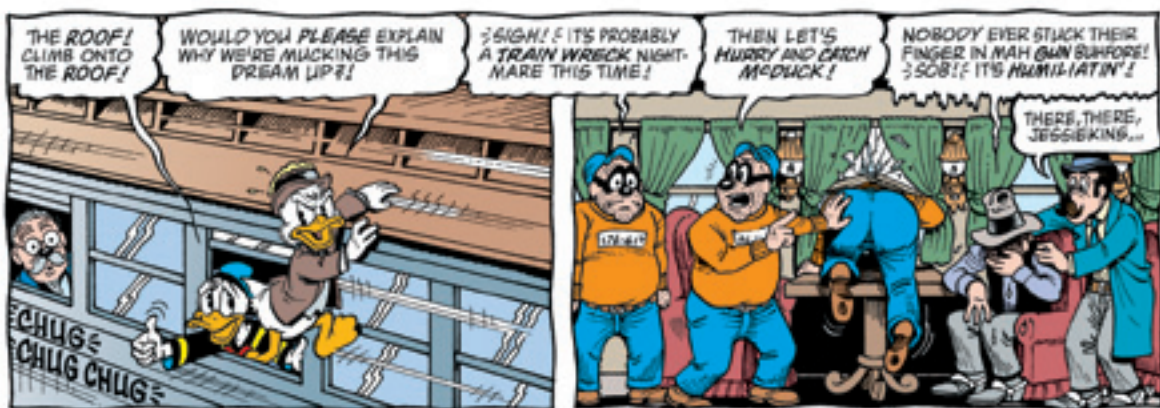
BUT SCROOGE'S DREAMS DON'T MAKE ANYTHING THAT SIMPLE!

OH, BROTHER!







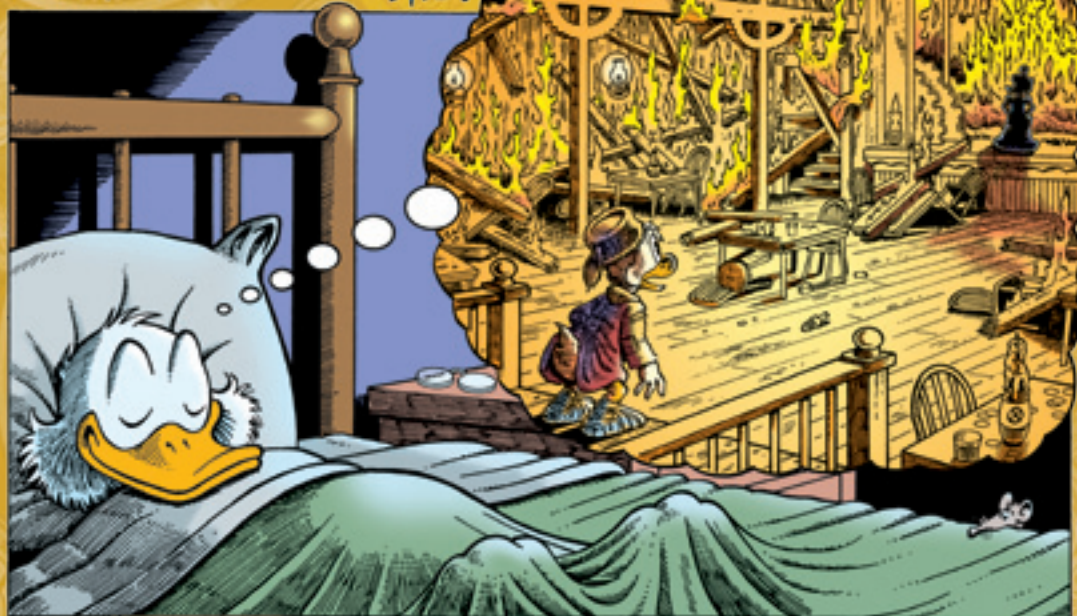


TO BE CONTINUED...



THE MAKING OF...

UNCLE SCROOGE The DREAM of a LIFETIME!



And finally... here is a "bonus" story for you! This is not actually part of my Life of Scrooge series, neither an "A" nor a "B" nor even a "C" chapter. But it's a tale that is based solidly on that series... and one of those few stories that I am really very proud of! It's unusual for a number of reasons...

For one thing, it's the first story I've ever done that is based on an idea given to me by a Duckfan! Actually, writers try to discourage helpful readers from sending them story ideas because it puts a writer into an uncomfortable situation for a number of reasons. First of all, in my own case, I'm not in a position to pay for plot ideas—that's the publisher's job and I can't afford to share the fee I'm paid. Yet no one should give away their ideas for free. Also, if the idea happens to be close to one that a writer already has in his own story-idea-list, the fan might think the writer swiped his or her idea if it was eventually used by the writer. The sad truth is that any idea that is sent unsolicited to any writer or TV series or movie studio, etc., legally becomes the recipient's property—it can be used without any payment or credit given to the sender (so, be careful with your ideas!).

However, a Duckfan in Paris (a reader of my stories in the French Uncle Scrooge magazine, *Picsou*) sent me a "springboard" for a plot. Just a few sentences—that's all there was to it. But I immediately saw the great potential in the idea!

His idea was something like this: the Beagle Boys use a Gyro Gearloose invention to enter into Scrooge's dreams, hoping to find something like a vault lock combination, but discover that Scrooge does not always dream of his money, but rather he dreams of his adventures as a youth earning his first fortune; then Donald and/or the Nephews also enter into that dreamworld in order to flush the Beagle Boys out before some disaster happens. Simple as that. Wow. Brilliant!

What makes this idea so great? Aside from the fact it would allow me to revisit some of my favorite times in the Life of Scrooge series, the beauty of it is how fast such a story could move! Normally, if it was a time-travel tale, in order to switch time and geographic locales the characters would need to discuss that action, go to the time machine, set the controls, travel

through time, arrive at another time, travel to a new locale, look around and eventually get involved in another plot in the new time. Even at a breakneck pace, each time/geographic switch would take three or four full pages with nothing happening that helps the actual plot. But this idea was not a time-travel story; it was a dream! I could switch from one time/place/situation to different ones literally between panels! With the speed of a thought! No matter how distantly removed the times or the geographic locales were!

Also, not only can I have Donald take part in adventures that his Uncle Scrooge had as a youth, which in itself would be a unique idea, but he can also interact and change the events of history without actually changing the past. He's merely messing up dreams of past events as Scrooge remembers them—as they actually happened—but Donald's presence causes Scrooge's mind to then interpolate new pathways that his past could follow.

Furthermore, the Scrooges that Donald encounters in the dreams are not really the young Scrooges of the past, they are the modern day Scrooge mentally reenacting his past adventures. Therefore, the Scrooge he meets would know who Donald is and always be annoyed that he was interrupting and messing with perfectly good dreams. And cuss him out! Ha! Funny!

And I had another idea that would make this story start off at full speed—several years earlier I had done a story where the Beagle Boys discover a secret entrance into the basement of Scrooge's Money Bin through an old well. But Scrooge never learned how the Beagles had gotten into his Bin in that story, so they can still use the same old well to gain entry to the Bin building (but not the actual money vault, poor fellows!). Therefore, I can have them already in Scrooge's bedroom at the very beginning of the story, without wasting pages and pages on a new breaking-and-entering scheme. I tell ya', all these ideas enabled me to get about 125 pages worth of action and gags into just 25 pages!

A footnote to this story-behind-the-story, and you'll see a final reason why it's best to discourage readers from sending in such ideas: in exchange for the idea, I offered the French fan a color drawing and, of course, to always mention his name in texts such as this. But for some reason he wanted to remain anonymous,

and only asked that I hide his initials in the splash-panel for him alone to see, along with my usual hidden "D.U.C.K." dedication. That seemed oddly modest, but okay, I did as he asked. (See if you can find his three initials.) Then, some years after I did this story, I happened to catch a movie on the tube called "The Cell"—it was an action-adventure about a psychotherapist who uses a revolutionary new machine which allows her mind to enter the mind of a patient to obtain needed info while she participates and interacts with the subject's thoughts. Upon checking, I saw that this movie opened about one month before the helpful fan sent me that great story idea. A coincidence? Maybe. I hope so!

But whatever the case, wasn't this a nice story, especially a nice last page, to conclude this Companion volume of The Life and Times of Scrooge McDuck? I think so! (sigh) And for all you Duck archivists out there, here are the various chapters of the actual series in which Donald and the Beagle Boys find themselves entwined in Scrooge's "Dream of a Lifetime":

- 6 "The Vigilante of Pizen Bluff"
(1890)
- 7 "The Dreamtime Duck of the Never Never"
(1896)
- 2 "The Master of the Mississippi"
(1882)
- 11 "The Empire Builder from Calisota"
(1912)
- 3 "The Buckaroo of the Badlands"
(1882)
- 1 "The Last of the Clan McDuck"
(1877)
- 8C "Hearts of the Yukon"
(1898)

INSANE DETAILS TO LOOK FOR

D.U.C.K. SPOILER, poster: Look at the curtain to the left of Donald's elbow.

D.U.C.K. SPOILER, splash panel: Examine the flames above Goldie up on the stage.



Here you have the obligatory “photo of the book’s author”, though I think that I am by far the least interesting element in the scene...

Most prominent is a caricature in glass mosaic of my grandfather Gioachino Rosa, “Keno” (“chino”) for short, after whom I was named (my real first name is Keno, y’know). The mosaic was created nearly 50 years ago by an Italian artist in Florence as the centerpiece for the entry hall of the Keno Rosa Company, the family company started in 1905 by that first Keno and liquidated in 1987 by this second Keno so that I might write and draw duck comics full time. No, I did not create the mosaic design at age 7... the scene is based on a full-page cartoon of my grandfather that appeared in a 1927 book about prominent Louisvillians. The old chest is the traveler’s trunk that Keno #1 brought with him, packed with all his worldly possessions, when he came to America from Italy circa 1900 when he was a teenager. In the 1960’s I found this old Rosa relic buried and forgotten in the back of a dusty loft at the Keno Rosa Company warehouse and I rescued it. And it later inspired the idea for Scrooge to have a similar trunk in which to carry his worldly possessions as he traveled the globe in his early years, and to later act as the catalyst for launching the tales contained in these added chapters to the Life of Scrooge series that you’ve seen in this book.

Incidentally, also seen on the cabinet below the mosaic as it hangs on my living-room wall (and which I decided not to move out of view) are two items that seem to have my name on them, but not so. They are a metal cigar box and metal store window-sign (shaped like a cigar band) advertising the DON ROSA brand of cigars popular in America when my grandfather arrived in 1900. The logo contains an Italian or Spanish “don” in bright red (“rosa”) garb. I only recently began finding DON ROSA CIGAR items on eBay, too late to be able to ask my deceased father or grandfather if I was named “Don Rosa” only because a Rosa patriarch was as cheap as Scrooge and wanted to save printing costs by handing out cigars that doubled as birth announcements.

—Don Rosa