## Contents

1	"A Duck's Eye View of Europe": How to Read Donald Duck References	1 26
2	"The Empire-Builder from Calisota": Donald Duck and	
	the Rise of Disney	29
	McCay, Bray, and Early Animated Propaganda	31
	Building The House of Mouse	37
	The Duck Appears	40
	References	45
3	"Donald Gets Drafted": Donald Duck at War and as	
	Propaganda	47
	Animation as Propaganda	49
	Saludos Amigos and The Three Caballeros	53
	The Darker Side of Propaganda	60
	Merchandising, Merchandising	66
	References	67
4	"The Buckaroo of the Badlands": Carl Barks Remembering	
	the Frontier	69
	Carl Barks as a Creator	71
	The Philosophy of Carl Barks	77
	Carl Barks and Frontier Theory	82
	Carl Barks and the Sheriff of Bullet Valley	88

## X CONTENTS

	Scrooge McDuck as the Frontiersman	92
	Carl Barks Goes Back North to the Frontier	94
	Carl Barks at the End of an Era	97
	Finding Carl Barks	99
	References	101
5	"The Good Duck Translator": Erika Fuchs and the	
	Exporting of Donald Duck	105
	Cultural Exchange and the Occupation of Germany	106
	Konrad Adenauer Joins the West	112
	Cultural Diplomacy and the Duck	116
	Saludos Amigos and Three Caballeros Revisited	120
	Disney Comics and the Power of Donald Duck	122
	The Good Duck Translator	125
	Erika Fuchs and Translation Studies	129
	The Fuchs Effect Illustrated	135
	References	139
6	"Guardians of the Lost Library": Developments of the	
	Duck Fan Communities	143
	Comics Collecting Communities	146
	Pre-Digital Fan Communications	151
	Gladstone Comics Arrives on the Scene	164
	Gladstone Grows a New Fan Community	168
	DuckTales (Woo-ooo!)	171
	The Eisner Era	174
	The End of Gladstone and the Rise (and Fall) of Disney Comics	176
	References	181
7	"The King of the Klondike": Don Rosa and	
	(Re)envisioning the Frontier	185
	The Life and Times of Scrooge McDuck as Fan Fiction	191
	Don Rosa and "The King of the Klondike"	198
	Don Rosa and "The Vigilante of Pizen Bluff"	199
	References	208

8	"The Dream of Three Lifetimes": Barks, Fuchs, Rosa, and	
	Artistic Hybridity in Donald Duck Comics	21
	Reference	218
In	dex	219