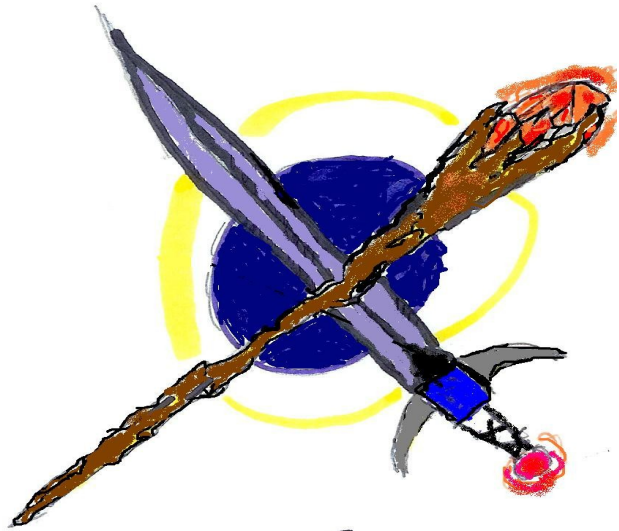


Bright Dreams



BRIGHT DREAMS

Tag Line "Defending Dreams to Protect Reality"

By

Bryan Beyer

Introduction:

Here is a new series for Cartoon Action Hour that should be a dream to play. The series is set in a dream world that will need the character help protect it from evil. The dream world is based on standard medieval fantasy model while the characters are from the modern world. This should allow a combination of classic adventures mixed with saving the world. Of course because this is a kid's show, many strange things can happen.

Premise:

There is a world that exist just beyond peoples dreams. This world exist between many worlds that exist between many worlds including Earth. This realm can only be reached by a few people from there dreams or by magic. For the rest of humanity, this world does not exist. This dream realm is called Golden Brightness. Golden Brightness is full of beautiful vistas, magic forest and quaint villages. There are a number of small kingdoms and magnificent cities where people live out there daily lives in peace and quite. Golden Brightness has also be used as a prison to contain a great many evils from many worlds. Recently many of these evils have started to awaken and threaten the peace of Golden Brightness. These evils want to consume the magic and dreams of this realm so they can conquer the rest of the universe.

The rulers of many kingdoms have notice the rise of evil and have started to use ancient magic to bring forth protectors to defend Golden Brightness. The ancient magic brought forth some dreamers from earth to help defend this realm. These dreamers each have good heart and wiliness to defend others. Each person who is brought forth from Earth is link to an ancient magic symbol and given the ability to gain a combat form so they can battle evil. Each symbol can power on male and female defender. Unfortunately, the male group, Guardian Warriors, and the female group, Guardian Dreamers, do not get along. The two groups fight between each other and do not work well together.

The Guardian Warriors and Guardian Dreamers must now defend Golden Brightness from the ancient evil while trying not fight each other. The two groups must also balance there lives on Earth while fighting evil at night in there dreams. This balance is not easy. There also the question, Can the evil travel to Earth? The two groups of Guardian's must learn work together to defend dreams and the Earth.

Groups:

Guardian Dreamers:

These are girls pulled from earth to help defend Golden Brightness. The girls are merged with their symbol and have a pendent that allows them to go to their battle form. The battle form generally includes a mask, short tunic with covering jacket, pants or skirt with sensible boots. Dreamers generally have bright colors in their costumes. Their battle abilities generally take the form of spells or magic wands through which they channel their power.

Guardian Warriors:

This male group of warriors of earth defend Golden Brightness trough skill and arms.

Like Dreamers they transform into battle forms but this is usually using a magic arm band. The Warriors wear some form of armor branded with the symbol that powers the armor. The warriors generally carry some form of magic weapons and deal with problems in a straight forward manner.

Courtly Elegance:

Lead by Queen Shadow Stealer this group wants to take the magic and beauty of Golden Brightness to come steal the imaginations of every person in all worlds link to the dream world. The Queen has a set of female warriors and can generate monsters to do her dirty work. The tactics of this group generally revolve around stealing magic energy and artifacts and are generally highly complex. Luckily the warriors and monsters are not that intelligent.

Ground Pounders:

This group of stone men lead by General Strong Granite simply wants to take over Golden Brightness. They live in underground caves and are always digging new tunnels to the surface for some new attack. General Granite is not known for being subtle or very inventive and follows the same basic premise with every plan. The stone men are strong and can take a large amount of punishment. It should also be noted that the plans and goals of both the Ground Pounders and Courtly Elegance generally conflict and causes endless battles between the two groups.

Characters:

Guardian Dreamers:

Sally Tigress:

Tag Line: *“Leader of the Guardian Dreamers”*

She is a tall with blond hair and blue eyes with a smile that seems to light up a room. Her personality seems to move between being sweet and nice to being highly angry sticking out at any target that get near her. On earth she enjoys hanging out with friends, shopping and being a cheer leader. When on Golden Brightness she acts as the leader of the Guardian Dreamers and is the one who talks to Guardian Warriors. Her symbol is that of the cat. Her battle costume is a mixture of grays and whites and consists of cat mask, short sleeve tunic with sleeveless jacket and short dress. She carries a small wand that can fire out string to capture targets or grants her high speed and agility. While using agility she gains a cat like tail.

Siena Flame:

Tag Line: *“Hot-headed, sport loving Protector”*

This is a short red head with a great temper and a need to protect her friends. On Earth she into sports like soccer and is known for being highly competitive. She is also known to enjoy shopping and owns a large amount of cloths and jewelry. On Golden Brightness she is in charge of most of the fighting for the Guardian Dreamers. Her costume is red and orange with a flame mask that cover her eyes. She can summon small fire balls she can use as weapons or for light.

Akemi Reason:

Tag Line: *"Quit thinker of Guardian Dreamers"*

A dark haired girl of Japanese and European decent is the brains of the group. She is generally quiet and shy but is known to come up with good plans and ideas when needed. On earth she is science club and book club and reads a large number of books. Her symbol is that of a dolphin and she wears mostly blue costume. Her dolphin mask covers her whole head. The rest of the custom looks like it was made to be a wet suit. She has a wand that fires out sound blast. She also has the ability increase her hearing, send her voice out long distances and be able to hold her breath for long periods of time.

Mary Sympathy:

Tag Line: *"Friendly protector girl"*

This African American is on the youngest members of Guardian Dreamers. She is highly empathic being able to understand other peoples emotions. She is highly helpful and seems to always put other before herself. Her symbol symbol is bear. He battle costume is colored with browns and greens. She has a teddy bear mask and besides the standard costume has fuzzy gloves and boots. She can gain great strength, release a great roar to scare people or put herself or some else into stasis.

Alice Hoax:

Tag Line: *"Party girl who loves jokes"*

This short brown haired girl loves to party and go out to enjoy herself. She seems to have a hard time taking anything seriously and loves to finds jokes in life. When on Golden Brightness she often acts distraction for enemies as the others have to come up with plans. Her symbol is that of a fox. Her tan and purple custom is covered in purple fur and includes a fake tail at here skirt. Her mask is a simple party mask but includes fake fox ears for the top of her head. She can create illusions and can use her wand to stun people.

Guardian Warriors:

Alex Panther:

Tag Line: *"Serious leader of Guardian Warriors"*

He is the tall brown haired and strong leader of the Guardian Warriors. He is very serious and always seems to be in middle of thought. On earth he is the star of the foot ball team and popular at his school. On Golden Brightness he acts as the leader and main spokes person for the Guardian Warriors. His symbol is the cat. He wears gray and wight leather armor and carries a long sword in one hand and a pair of claws in his other hand. He gains tremendous speed when he is in his armor.

Lance Inferno:

Tag Line: *"Intense martial artist"*

He is the an African American martial artist who uses his skills to protect the weak. He uses his martial arts training to stay focused and calm but he seems to always have a fire burning just under his skin. He turns his inner passions into what ever he is doing to become highly focused and good at it. His symbol is fire which writes itself on the chest of his red chain mail armor. He uses a magic staff that can have a cutting blade appear at one end. He can also summon forth fire during combat.

Marco Mind (Marco Mente):

Tag Line: *"Calm and Intelligent Swimmer"*

He is light weight but fast Hispanic swimmer. Besides swimming he is also member of the chest club and known for both his intelligence and coolness. Nothing seems to phase him, he is always seems to be under control. He keeps a tight lid on his emotions but at times they have been known to explode outward with great force. His symbol is dolphin. His light leather armor is blue and highly flexible allowing him to swim at great speed. He has the ability to breath underwater and carries a trident that can fire sonic blast under water or in the air.

Hurc Muscle:

Tag Line: *"Strong and Silent but kind loner"*

He is a tall, highly muscled and known for being silent for most of the time. He is a loner who only hangs out with people he trust but can be quit hard on people who hurt others. He is hard to get to know and prefers to be left along. For people he cares about he is known to listen to their problems and to give very good advice. When fighting he is very methodical in his battle tactics and has been known to easily crush opponents. His symbol is the bear. The brown and green full plate armor he wears can absorb large blows. His main weapon is a heavy mace with a spike on top. When in armor his strength is greatly increased as is his will for victory. He can also survive in cold better then his comrades.

Tim Trickster:

Tag Line: *"Fun loving jokester"*

He is short, dark haired and looks somewhat funny. Not only that but he seems to have a permanent smile on his face and loves to crack bad jokes and puns. He also enjoys practical jokes and has set up some quit elaborate ones in the past. His use of jokes has also expanded into battles where he uses his cunning to trick his opponents in many different ways. His symbol is that of the fox. His scale armor and hide armor is tan and purple and allows him plenty of movement when in combat. He can shift the color of his armor so he can blend into the background. This combined with his stealth skills makes him a good spy. His weapons are a short sword and throwing daggers. He also carries vials of knock out powder.

Courtly Elegance:

Queen Shadow Stealer:

Tag Line: *"Elegant ruler of evil"*

She is tall, dark haired and seems to exude elegance and nobility. She also power hungry, has a large temper and enjoys making her enemies suffer. She goes out of her way to protect her beauty while spending the rest of the time figuring out how to steal the magic of the dream world. She has great magical powers that include being able to take someones shadow. After she takes someones shadow she can control their minds and make them do her dirty work. Her powers grow weaker in the light but she is still dangerous. Her other weakness is that her plans a generally to complex to actually work and she ends up defeating herself.

Shadowling:

Tag Line: *"Loyal shadow warrior"*

She is the second in command and highly loyal to Queen Shadow Stealer. She is generally quiet and seems to have no emotions beyond loyalty to her queen and hatred towards her enemies. She is a highly trained warrior who carries many swords and similar weapons but also can hide in shadows. She can also cause darkness come forth in even the most well light room. She is dangerous and should be carefully watched anytime she is seen.

Crea-Tura:

Tag Line: *"Controller of monsters"*

This female warrior is covered with golden scales and has wicked claws on her hands. She commands many of the monsters that Queen Shadow Stealer summons. She is good at both following orders and coming up with simple tactics. She is also highly ambitious and seems always trying to replace either Shadowling or the Queen herself. Her skills at manipulation do not match her ambition and she is always getting herself in trouble. She is always polite in front of the queen but complains and moans about her problems in front of everyone else.

Others:

There are many other female warriors and monsters. Many of the monster do not even look humanoid and seem to have many dark powers. Luckily the queen does not completely trust her female warriors. It also takes time to produce each monster so her forces stay relatively small.

Ground Pounders:

General Strong Granite:

Tag Line: *"Leader of the Ground Pounders"*

He is big, gray and appears to be made out of stone. For a stone person he is considered brilliant and highly inventive. This makes him have average intelligence by human standards. While his plans are simple he is ruthless and generally efficient with his forces. He also has a big ego that he likes to have stroked. He generally attacks by digging a new tunnel to somewhere onto the surface. He has been known to capture important forts or places of magic but is always driven back. He dislikes Courtly Elegance and has often fought against them. It is said he does know how to reach "real" world but he has never told anyone.

Stone Men:

These are tall humanoids who are made out of living stone. While they are far stronger than any human. Their intelligence is generally lower than humans but they are good at making traps. They are also good at digging and seem to have a need to control things. This has led them to attack the surface and try to conquer it. No one is quite sure of stone men's culture or what they even eat but know they are dangerous.

Locations of Interest:

Golden Brightness:

This is the world in which most of the action takes place. The world is made up a vast plains, mountains and great oceans. Golden's technology is closer to medieval times on earth; but the dream world does have many forms of magic that make up for this fact. Most cities are smaller then modern day earths made up of mainly two or three story buildings with very few exceptions. Many of the palaces of rulers and areas with spell casters are known for spectacular buildings. The architecture styles very greatly incorporating styles from many earth cultures plus cultures never seen on earth. There is no central ruler but many small kingdoms and republics that make up the land. There is also great areas of wilderness in Golden Brightness.

Dream Ports:

These are points where dreamers from other worlds arrive into golden brightness. Only a few dreamer ever make into this dream realm. All people who can dream into Golden Brightness use Dream Ports. There are legends that there are dream ports on Earth and other worlds linked to Golden Brightness, and using this ports allow person to physically enter Golden Brightness. These ports are just legends though. Most Dream Ports look like lightly glowing spheres that change color slowly. It is easy to see through Dream Port, but all that is seen is another part of Golden Brightness not another world.

Crystal Lands:

This is a massive mountain range made up of multicolored crystals and great water ways. It is a favorite retreat for many royal families because of its beauty and serenity. There are rumors of powerful magical artifacts and rare creatures. Many people who have hunted both have disappeared. Crystal Lands are safe while staying to the main kingdoms and cities, but there are many mysteries to this place.

Lands of Shadow:

This is a set of lands made up of deep valleys that always seem to be covered in with clouds and mists. It is hear that Courtly Elegance makes their home within great castles and fortifications. The areas controlled by Courtly Elegance have dark colors and designed to be simple and elegant. The lands between cities and forts are wild full of trees and many animals. Many monsters and escaped slaves roam these lands. Any one found by monsters or escaped slaves will be in danger for the lives.

One of the most highly guarded places is the pool of night. This circular pool of water is where Queen Shadow Stealer creates her monsters. No one is allowed near the pool. The pool is guarded by monsters and many troops. There are also rumors of high powered shadow magic that defend these lands.

Mountains of Eternal Darkness:

This is a large mountain range the lie near Lands of Shadow and the Crystal Lands. There mountains are made of dark gray and black stone and have constant clouds covering them. Most of the mountains are huge with many covered with permanent snow caps. There is also number of active volcanoes. The Mountains are rumored to be a prison where many evils permanently asleep.

Vally of Storm Lake:

This is a valley lying between Crystal Lands and Mountains of Eternal Darkness. The valley is lightly forested with many small farms and villages. The largest city lies next to the Storm Lake. Most of buildings are one or two stories made out of bronze colored wood. The buildings are covered in wood and some thatch. The windows and doors are slightly oval in shape. The main form decoration is engraved geometric patterns. The largest city is made up of a giant main hall surrounded by smaller buildings containing farming and craft halls.

Storm lake is a giant lake that fills out most of the lower valley. The lake gets its name from the fact every single day there is a storm in middle of the lake. The strange thing is this storm never spreads outward and always stays in the center of the lake. The storm also ends when darkness comes.

The whole valley is watched over and ruled by Lord Rock and Lady Adrian. They live in the great hall of the city of Lake View. They also control a small group of knights and small army that are used to keep the peace. The valley has been peaceful for over a century.

The Underground:

This is the home of the stone men. These natural caverns and man made tunnels contain many strange forms of life. This life includes glowing moss, glowing bat like creatures and many creatures made of stone. Most of the stone walls of the Underground appear to be smoothed out. This smoothing is caused by unknown forces, possibly by one of the many strange creatures that live here. Besides the glowing animals, many of the man made tunnels have glowing moss or globes that glow without the use of fire. The natural caves do not have light, and are often filled with large man eaten beasts.

Fort Guardian:

This is a fort that the Guardian Warriors use as a home base. It is a basic stone fort that consist of a large stone wall, central hall/keep and a few small buildings. The fort has been modified to be comfortable to the Guardian's likes. There is also a small number of people who look after the fort. These people have either been helped by the Guardian Warriors in the past or live under the protection of the Guardian Warriors.

Earth Locations:

While most of the action happens on Golden Brightness, some of the action takes place on Earth. Most of this happens around the school or around the local hang outs. The town where the kids live is middle of mountain area with many great pine trees growing around them. (Think American Northwest or some parts of California.)

Oak Street School:

This is the school where the kids go. The school is made up mostly one or two story building spread out across the campus. There is a large quad in middle of the school and a large number of fields to practice sports on.

Ghost Mountain Woods:

This is a set of woods set upon a mountain famous for being haunted. There are legends

of ancient Indian burial grounds and ghost of old miners and cow boys haunting the place. There is also an old mine and archeology sites. The mine is famous for being haunted by glowing bats and “people made of rock”. The archeology site is unusual since there are Native American petroglyph that look like European dragon.

Ghost Mountain Arcade:

One of the main hang outs for teens in town. It rather large arcade with the latest video games, food area and an area just to hang out. It also does contain a small area holding more classic games like ping ball and similar games.

Episodes:

Episode 1 “Strange Dreams: Part I”:

This is the first episode and it has the most of the Guardian Dreamers and some of the Guardian Warriors first appear. They all appear together at a Dream Port and are meet by a little old man. He explains the basics of the world to the two groups. This is before the Ground Pounders show up and start causing trouble, including capturing some of the heroes.

Episode 2 “Strange Dreams: Part II”:

The rest of the guardians show up and find out they must save their comrades from the stone men. The episode contains the group the groups working together escape the stone men and stop there current plans. It also contains the verbal fighting between the two groups of guardians.

Episode 3 “Elegant Queen”

Akemi and Mary explore on of the local kingdoms near a Dream Port. They meet a King who is a process of marrying a Queen who will bring his kingdom great power. There is also a monster being lead by a female warrior causing trouble through out the kingdom. The queen happens to be Queen Shadow Stealer. Will the two dreamers figure out her plans.

Episode 4 “Forts and Caves”

The Guardian Warriors have made their home base an old fort. The Ground Pounders begging to attack the fort. The Guardians Warriors have to defend the fort, but a message comes that another community is under attack. The guardian dreamers show up to help but the fight is not easy.

Episode 5 “Beauty Contest”

One of the republics announces their annual beauty contest. The Guardian Dreamers and Courtly Elegance join the contest. The one member of Courtly Elegance who do not join is Crea-Tura. She was not happy about being excluded and starts causing problems.

Episode 6 “Party Time”

Alice Hoax throws a party at her home investing members of the guardians to the party. The party continues into the Dream Realm and ends up being crashed by the Ground Pounders.

Episode 7 “Shattered Glass”

A large number of rulers are vacationing in the Crystal Lands. Queen Shadow Stealer goes to adjust the rulers attitudes by attracting them to a small palace where she will barrow their shadows. Will the Guardians be able stop her plans.

Episode 8 “Conflict”:

Siena Flame and Alex Panther are fighting over an incident at their school. This conflict continues into the Golden Brightness as there is a new monster rampaging around. Will they stop fighting long enough to stop the new monster.

Episode 9 “Friends... Really?”

Both Courtly Elegance and Ground Pounders attack many different parts of the world at the same time. The two Guardian teams must work together to stop all the attacks. Will this help end the conflict between the two groups.

Episode 10 “Pool of Night part I”:

The ground pounders start attacking shadowed valley. The Guardians are called into the watch the conflict. As a few slaves meet up with mention the Pool of Night. The guardians go in and are caught in the conflict between the two warring bad guys.

Episode 11 “Pool of Night part II”

The Guardians discover the pool of night. Queen dark shadow release her latest monster to destroy the guardians. The ground pounders also discover the pool and a three way battle begins. In the end the pool is destroyed.

Episode 12 “Loving Prince”

The Dreamers are hanging out in one of the kingdoms. The prince of the land wants to merry one of the Dreamers. Who does not think it such a good idea.

Episode 13 “Dragon Crystal”:

The guardians start hunting out in Crystal Lands. After runs in with monsters and discovering ancient ruins they find a new Dreamer pendant encased in crystal. The pendant has two dragons on it. Who does the pendant belong to?

Season 2

Episode 14 “Crossover”

This is a rare episode that takes place in the real world. Ground Pounders are seen around the town. Can the guardians stop them in the real world?

Episode 15 “Dream of the Fox”:

The two owners of the fox symbol spend a night having fun. This leads to a bad night for the bad guys as the two play jokes on them. Of course in the end they must be saved when the bad guys capture the foxes.

Episode 16 “Transition Part I”:

There is a dig in the guardian's home town. The guardians high school visits the dig and explore underground ruins. They are soon surrounded by Ground Pounders and find

them selves on golden brightness.

Episode 17 “Transition Part II”:

The high school students make it to the surface with the guardians discovers their pendants and armbands. Can the guardians lead the students to a Dream Port.

Episode 18 “Queens Gambit”:

Courtly Elegance begins a big play to capture a large amount of land. The guardians must figure out how to stop their latest move.

Episode 19 “Shadow Blight”

Shadowling is seen near the fort occupied by the Guardian Warriors. A near by kingdom has contracted some unknown disease. Queen Shadow Stealer is up to new tricks.

Episode 20 “Dragons Breath”

In the real world a crystal globe is found containing an arm band. Some of the guardians go to see this out. At the same time the Ground Pounders make an entrance into the real world again.. The guardians are forced to fight again with out there powers against the stone men. The arm band becomes active and a new Guardian Warrior is born. This warrior uses the dragon symbol.

Episode 21 “Not tonight”

The various guardians break up into groups for a night of relaxation including some dates. The villains of course begin trouble all over the place.

Episode 22 “Chaos Edge”:

Courtly Elegance starts a war between two kingdoms. As the kingdoms fight monsters enter to remove the kingdoms rulers. Can the guardians stop the war and save the rullers?

Episode 23 “Dark Queen, Earth”:

Ground Pounders have a new plan for earth, send in Courtly Elegance. The Guardians have stopped the queen and her troops without letting use their secrets. They figure out one secret, they can now summon their powers while on earth.

Episode 24 “Granite Smashed”

The guardians want to stop the intrusions of the Ground Pounders onto earth. They go to the underground and capture General Granite, ending his rule of the Stone Men.

Episode 25 “Happy Plant Bad”

Strange new plants start growing all over the place. Anyone who eats the plant is knocked out then wakes up happy not wanting to do any work. The only place the plant does not grow is the Lands of Shadow. Can the guardians save the day?

Episode 26 “Finale Note”:

Tired of the constant battles with Courtly Elegance both groups of Guardians invade Lands of Shadow to remove Queen Shadow Stealer and her court. The battle is tough and includes the dragon guardian warrior coming in to help.

Background:

In 1986 a popular magic girl animated television show called “Princesses of the Dream Worlds” started to be shown in Japan. “Princesses of the Dream Worlds” was a large hit in Japan and quickly became hits in other Asian countries. The show was about bunch “princesses” from various dream worlds that came to Earth. These girls did have to deal with problems cause by “Queen of Nightmares”, but was mostly about the girls having adventures in modern Japan. The popularity of the show was not lost on American companies. Many companies wanted to bring the show over to the United States.

When the early nineties came around many American companies where bidding for the rights for the show. Many companies had different plans for the show. Each of these companies had different plans for the show, ranging from simple translation to doing a mixed live action/animated version. The winner of the bidding was John Doe productions. John Doe had major plans to make the show a success in the U.S.

Roger W. Smith, the head of animation department, decided to redesign and reanimate the show for an American audience. All the characters where redesigned to look like American animation and to make the cast more diverse. Roger W. Smith also decided to add male characters to the show more interest for boys. Roger W. Smith also brought on Jennifer Michelle to handle the new bible for the show. She revised the story to have the characters become guardians of dream world working against evil trying to conquer the dream world. The new show was very different from the original, so it was renamed “Bright Dreams.”

Bright Dreams came out and did well on network television. The show was mostly successful with girls, but it did bring in some of the boy audience. Random Fun Toys produced successful series of dolls and action figures produced for the show. The show ran for two seasons of 13 episodes. The first season the show got decent ratings and the toy lines sold well. During the second season Bright Dreams faced competition from new darker action shows. These newer shows ended being more popular then Bright Dreams and so the show was canceled. The boy toy line was ended near the end of show, but dolls kept selling for a few years latter.

Many anime fans where upset with Bright Dreams. Because Bright Dreams the original show was not shown on American television for years. John Doe productions did not pay attention to the anime fan base during the early years of the show. As anime became more popular and Bright Dreams was slowly disappearing from TV, John Doe decided to release the original show on video tape. Thirteen episodes of the original show were released onto video tape. While the videos did sell, they where badly dubbed and the quality was low.

When the license ran out another company, Wonder Tape, got the rights to the original show. Wonder Tape released “Princesses of Dream Worlds” on DVD with both dubbing and original Japanese. John Doe worked with the original owners Princess franchise to make keep rights to Bright Dream. Bright Dreams was released around the world and got surprising good ratings. Bright Dreams was also released in Japan, but only to limited

ratings success.

In a surprise move Wonder Tape and John Doe worked together to produce a comic book mini-series. In the comic book the casts from the two shows met up and had a small adventure. During the adventure Queen Shadow Stealer and Queen of Nightmares teamed up. The comic was successful in bringing new interest to these two shows.

Both of these shows were eclipsed by the release of the mega Japanese mega hit “Cliché Robo-Monster Assault” (Based on the hit card game). While this show took America by storm, Wonder Toys lost the licenses to the Princess show. The Japanese owners, “Ultra Cute Pro”, were producing a live action version of the show and did not want to competition from the older anime.

Miscellaneous:

Bright Dreams is designed to run with an optimistic and generally good nature feel to the series. The is also designed to mix “girl” cartoon shows with boy “action” shows. This generally works down to mixing in relationships and relationship based problems into the series. These relationship don't have to be just romantic, it can also include friendships and maybe rivalries. Other “girl” show elements are either cosmetic or does not heavily apply to bright dreams. One element is adding cute animals and designs to the show. This is not hard to do, just change some of the basic descriptions. Other major aspect deals with shopping and use of clothing and make up. These elements are far less important, especially since most episodes will be taking place on a more medieval style world then a modern world.

The age of the character is important when figuring on how the dreamers and warriors interact. The basic idea is the two groups do not agree with each other early in the series. The basic series is set when the characters are in Jr. High or early High School. The conflict comes from both basic ideas of strategy and how the fight should be done. The boys are generally far more aggressive and do not watch the local cultures on Bright Dreams while the girls prefer to react to the plans of there enemies and consider the boys to violent and aggressive. Many of the boys also consider the girls are not really up to the fight against evil. The fight also goes back to the school. The two groups hand out in different areas of there school and town. So the two groups do not react well to each other. As the series progresses the two groups should become closer in attitude and work far more often.

Another area to think about is the mixture of real world to dream world that is within the series. The real world will have the kids going to school and living normal lives while the dream world contains combat, action, and adventure. This can change as the series goes on as the stone men start appearing in the real world. The guardians powers should not be operational in the real world for the first adventure when this happens. In later adventures the characters should be able to summon fourth there powers in the real world. One thing should be noted while the characters are in Golden Brightness, they can only awake by leaving through a dream port. If someone in the real world tries to awaking the character they will feel a pull to the nearest dream port but will not awake until they step through the dream port. This can lead to interesting times in the future.

The base version of the series can have up to ten players. This is a lot to play with but there a number of ways to reduce this number. One way is to limit the number of symbols used in the series. Since each symbol can power up to two characters having less symbols means less characters. Another method is to have each player control two or more characters. The way this handle can be either have players rotate through characters during play or have all play more then one character at once.

One interesting modification to the series is brining in characters from other worlds other then Earth. Another variant is having characters travel to other worlds besides Golden Brightness and Earth. Remember Golden Brightness is linked to many different worlds. You can even have characters visit other series just for a quick change of pace.

Adjusting the Series:

The basic series is designed to mix American/Japanese animation styles and work with mix of boy and girl cartoon ideas. As such, it is fairly light hearted action adventure that should be played fast and loose. There are many things that can be adjusted to modify how the series feels and plays though. One of the easiest to modify is the age of the kids. By making the kids younger, the whole aspect of the series changes. The conflict between boy and girls also changes. It come down to boys not wanting to play with girls or the girls not wanting to play with the boys.

To make the tone of the series lighter comedy and action should be emphasized. Change the villains to less threatening and more funny. Make Queen Dark Shadows plans even more elaborate while here minions fight among themselves for a peace of the action. Use plenty of villain cliches. Emphasized the stone mens stupidity, they should fall for even the dumbest deceptions. Replace the weapons with less lethal equipment. Baseballs, yo-yos and foam darts are example of replacement weapons. The weapons should also never be used on real people.

Making the series darker is also fairly easy. Emphasize Courtly Elegance political manipulation power. Have them control many kingdoms. Have there monsters and warriors be scary and powerful. The Stone Men are powerful warriors who defeat many normal warriors easily. The Stone Men do lots of collateral damage, killing a few people always ups the ante. Make sure the characters realize their weapons and powers can be dangerous and hurt others.

Another aspect that can be change is to emphasized the Japanese roots of the series. Emphasize the action of the series. Break up combat with speeches, characters having flash backs and learning important lessons. The characters should have named attacks they yell out with each attack. Not to mention yelling out a transformation phrase. Watch some anime to get idea of proper descriptions of events. Do not be afraid to mix crazy comedy between times serious drama.

Designer Notes:

This series was inspired by many different events. The basic series concept was taking a

Japanese “magic girl” show and having redesigned into an American show. To simulate this redesign I added a boy team to balance out the girls. Mix in some story ideas I had about dreams and this is what popped out. I think the setting would be interesting to play but loose enough for game masters to add their own mark to it. If this show was going to be made I would do it in a more realistic style of animation. The show would still be cinematic feel to it but would not be super cute. That would be fun but since that will not happen; I hope you enjoyed the setting.

Series Guide:

Character Points:80 Points

General Guidelines:

Characters will be either Guardian Warrior (if male) or Guardian Dreamer (if female). Choose a symbol for the character. The symbol can be based on an animal or element. The characters Special Abilities should be based on the symbol. In the real world the character will be a kid/teenager who goes to school and has no real power.

Default Size: Medium

Default Vehicle Size: None, no vehicles is basic series.

Maximum Trait Ratings: 4 normally up to 4(1) with S.A.'s

Required Traits: None

Disallowed Traits: None but tech base will not be useful on Golden Brightness.

Special Abilities

Types of SA's Allowed: Weapons, Racial Abilities, and Animal Companions and magic.

Other SA Guidelines:

Each character must take a transformation special ability with a item restriction. This represents the characters combat form. The combat form gets the +5 version Of one mind. The character should by most of the other Special Abilities using SCA.

Vehicles should not be purchased since they do not exist on Golden Brightness. Animal Companions can represent pets but they will be restricted to the real world or dream world.

All characters get the following Special Ability for free,

Dreaming:

Allows character to move between real world and Golden Brightness. Only works if character enters a dream or has working dream port.

MSA Power level: Medium

Mode of Travel: Dimensional Travel

Disadvantage: Major: Only while dreaming or though dream port.

Cost: 0 (normally 17)