

Cartoon Action Greatness Mark II

by

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Premise:

The greatest villains in the world have been defeated and the world has come to peace. This peace has extended to all governments and there has been no war for many years. To help the peace keep going a powerful non government organization has come into being. This group is called Happy Nice Cooperative(HNC). The HNC is made up from many companies and dedicated human rights organizations. The HNC has slowly taking over the world gaining great power over even the world government. HNC seems perfectly safe, their agents don't even use guns. They agents use either beams that make people happy or weapons that paralyze a person.

There are rumors about the HNC that seem less the friendly. They have Personality Alteration Centers where people are made happy, nice and loose the ability to creative thinking. There are also rumors of people disappearing and illegal experiments on humans. A group has come forth to fight the evil of the HNC. This is the Cool Darkness Group. The CDG is made up of old time villains and heroes who have banded together to fight the HNC. Lead the Dark Lord HurtThem the CDG will do their best to free humanity.

Groups:

Cool Darkness Group:

An underground rebel group that is opposed to the HNC. The group was founded by Dark Lord HurtThem and James Eagle. The group uses portions of the Dark Lords old Dark World Masters for vehicles and equipment. Many members of the CDG have been part of the BLUE TEDDY BEAR'S many experiments. This has given them great power but many time unstable personalities. The group is not have a very rigid command structure and has been known to have many arguments between members. This is because many members where once either criminals or police trying to capture criminals.

Muziks:

This is a group that works with the CDG but not directly controlled by the CDG. The muziks dress up as members of different bands or music producers. They have weapons built into their musical instruments. They are not very bright or skilled but make up for that fact by being very enthusiastic and loyal to the cause of defeating the HNC. The Muziks also have large numbers and love to party.

Happy Nice Cooperative:

This is a large non-government group that basically runs the world. The organization his

surprising small with most areas of the world being run by an Administrator who runs all operations in that part of the world. Below the Administrator there are Vice Administrators to run the various branches of the HNC. One thing that is known is the HNC has personality adjustment camps that uses drugs and special equipment to make people more friendly and docile. Many people look at these camps as a good idea. People who disagree with the HNC end up at the camps.

Nice Person Squad:

This squad makes sure that every is nice to each other and happy. They act like a combination of cops and councilors. They dress is pastel uniforms that are colored either pink or blue. They are always neat and clean and very friendly. They are not very good in combat and only have happy beams to use as weapons. They are also famous for throwing grand parties that Muziks always crash.

Cooperative Policy Unit:

This group handles problems that the Nice Person Squad can not handle. They ware red and wight uniforms with yellow happy faces on them. They carry paralyzer beams and are skilled at combat. In public they are happy and very helpful ready to make sure everyone cooperates. Out of public light they are bullies and viscous fighters who enforce HNC policies.

Courtesy Group:

The BLUE TEADDY BEAR'S personal military unit. They go out and handle special missions. Each member has been enhance and is fully brain washed to follow their masters commands. They carry exotic weapons and are very dangerous.

Holiday Craftsmen Guild:

A guild made up of all the different workers of holidays. It includes Christmas Elves, Easter Bunnies and many other such groups. The guild is staying out of the politics and has not chosen sides in the Battle between the HNC and CDG. Currently the guild has stopped working on holidays since the HNC has taken over.

Species:

Humans:

Where still in charge, mostly.

Elves:

A race of short humans with pointing ears. There is many subgroups including Christmas Elves, Halloween Goblins, Neo Leprechauns and New York Party Animals. They are good with technology but prefer to live away from humans. It is said they have come from Mars after the ancestors ruined the planet to produce the Universes best bubblegum. Elves major weakness is a love of loud parties.

Were Rabbits:

This is a species that can shape shift between rabbit and human forms. They are generally friendly, hard working and care about their work. They are also the Easter Bunnies and

have produced colored eggs for generations.

Clu'Lu:

They are a race of humanoids with octopuses for a head. They started the HNC to create conditions that are just right for their master to take over the earth. Their master is supposed to arrive at a specific alignment of stars and planets. He has missed the last three such alignments but they are sure he is coming this time. They live in a giant underwater city.

Characters:

Cool Action Greatness: Season One

Dark Lord HurtThem:

Leader of the old Dark World Masters, he now leads the fight against the evil HNC. He was trying to take over the world to make it a better place under his rule. He was captured by James Eagle and watched as the HNC took over the world. He saw under the cute and nice exterior of the HNC and saw true evil. He agreed with James Eagle that the true evil must be stopped. Of course he has plans to conquer the world once the HNC is defeated.

He enjoys creating well organized plans and defeating his enemies. He also enjoys taking on mental challenges. This makes him a great leader for the Cool Darkness Group. He is a very skilled fighter. If his troops disobey him he enjoys punishing them harshly. He has to fight this instinct with some of the new members of the CDG. During combat he has been known to disappear during some of the rougher periods of combat. He wears a dark body suit with red piping and a long blue black cape with blue mask. His current weapons are laser pistol and bad mood stick. The bad mood stick puts anyone hit by it into a bad mood.

James Eagle:

James Eagle is an old military commander who spent many years defending peoples rights and bringing justice to evil. He led many battles against Dark Lord HurtThem before the HNC formed. James noticed many disturbing things about HNC as it slowly took over the world government through the back door. James actually freed his old nemesis so they could go and stop this new and growing evil. James agreed to be second in command because of HurtThem's good strategic thinking. He still does not fully trust his new allies' intentions.

He is the basic noble leader, showing aspects of bravery, courage, selflessness and great intelligence. He has a strong sense of good and evil which causes him to question actions of his new allies. He has been known to go out and argue with Dark Lord during discussions of tactics. James is in charge of the ground forces because of his great skill in that area. He wears rough looking combat fatigues with a black leather jacket with the Cool Darkness Group symbols on it. He is dark skinned and has black hair and almost always has a look of great determination on his face. He carries a laser rifle, stun pistol and shock grenades.

Annie "Advertiser" May:

She use to work as a master manipulator of facts for Dark Lord HurtThem. She joined the CDG to help get out the message on how evil the HNC is. She also helps promote the CDG to the best of here abilities. She has successfully made the group large amounts of money by selling T-shirts, mugs and magazines about the group and there goals. She has caused problems with planning of missions by pointing out when something is to expensive or will make the group look bad. She has even tried to rewrite orders so the group will do actions to make the CDG look good. She also helps promotes many of the Muzik groups.

She is cool and always in control in front of the public. When out of the spot light she argumentative and tries to control every situation. She makes everyone around her work has hard as possible. She can be a mini tyrant at times. She can show a soft side around children but this is rare. She also enjoys cartoons from foreign lands. She wears black business suit with dark sun glasses. She has a personal robot assistant who has heavy weapons built inside it.

Small Fire:

He is a elf from the New York party animals branch of the species. He was happy setting up security for his clans many parties when the HNC came and stopped their wild parties. The HNC also made everyone happy and nice destroying the possibility for starting underground parities. He changed his name to Small Fire and joined the CDG in their efforts in stopping the HNC. He also helps design products for Advertiser May to sell.

He is short and likes to party. He is also good at seeing where fights will start and going join in the fights. He know uses his skills to be the heavy weapons specialist of the group. He has bright red hair, pointed ears and is only four feet tall. He wears heavy leather clothing and has multiple tattoos on his body. He carries a particle beam rifle with built in grenade launcher. He also has a robot weapons carrier that has many different forms of guns in it.

Burner:

Burner is an old colleague who happens like to make things burn. He was held by the BLUE TEDDY BEAR for long time to break his habits. Burner know has multi colored hair and strange tick when ever he sees a teddy bear. He is ready to punish the HNC when ever he has the opportunity.

Burner seems to laugh and have a good time when fire is involved. He seems depressed most of the rest of the time. He becomes very angry when he sees a blue colored teddy bear or Courtesy Squad trooper. Burner wears red, orange and yellow clothing and always has a flame thrower on his back.

HNC first Season:

Administrator Love:

He is one of the highest members of HNC known to the public, members of his family make up a good portion of the command staff. HNC. He was at the start of the HNC and help make it the powerful organization it is today. Besides running the largest HNC

branch in the world he has many business and is rumored to run for the World Congress. He is always happy and pleasant in public light. He has become concerned by the success of the CDG and similar groups and has decided to take a more personal hand in dealing with them.

He is mostly quiet but intimidating presence. He enjoys making secondaries sweat and worry while at same time having a smiling for the public. He enjoys the power his position has given him. He enjoys exercising the power on his underlings and family. Many times he will go out and personally handles problems caused by people against the HNC. It not uncommon for these trouble makers to disappear. He has ordered many of his family members to be “modified” by BLUE TEDDY BEAR. He wears a clean white business suits with the HNC symbol on one side.

Prince Love of Justice:

He is in charge of the CPU and special operations unit of the Nice Person Squad. He keeps his teams under strict discipline with many visits to personality adjusters. He ignores most of the politics of the HNC knowing his father, Administrator Love, will lead the group with intelligence and good will. He makes many speeches in public about the importance of obeying the law and doing the right thing.

He is highly disciplined and loyal to his father. He obeys orders without thinking. He does have a good understanding of tactics but is not very creative. He also believes in discipline and is quick to punish who breaks the rules or are not very disciplined. He wears

Princess Pure and Lovely:

She is of Administrator Love and leader of the Nice Person Squad. She was promoted to her current post because of her father. She does work hard making sure everyone is nice and happy. She is always nice to her troops and never yells at them. She is also good at guessing what people are feeling. She uses this ability to help make people nice and happy. She is not very good in combat situations and often gets in trouble if forced to fight.

She goes around in an elaborate dresses generally covered with many ribbons. She generally wears a cute tiara or jewelry as part of her costume. She enjoys making people happy and going out to shop. She also enjoys throwing parties for other people. She is always kind and nice to everyone even her worst enemies. She uses parties and talking to try to help people be nice. If this does not work she sends them off to Personality Adjusters. She does have nightmares every night and is very uncomfortable around BLUE TEDDY BEAR.

BLUE TEDDY BEAR:

This giant blue teddy bear is the HNC main personality adjuster. Through the use of happy beams, nice person pills and videos he can make anyone nice and happy. He has many other techniques other then these but no one speaks of what they are. BLUE TEADDY BEAR appeared one day and joined the main HNC as the head personality reprogrammer. No one knows where he came from or what he is. He doe go out and

teaches children good manners and proper respect for authority. He is also said enjoys doing experiments on some of his “patients”.

He loves playing with children when not on duty and often teaches children at local schools. He always seems happy and many times acts like a mother to both troops and subjects of personality adjustment. He also enjoys finding out the potential of humans. This includes making adjustments to humans bodies. He never threatens anyone or seem to get angry. Well, he does say some people might need to be enhanced. He also has his own special police unit, the courtesy squad.

Good Guys Season II:

Princess Lovely Darkness (AKA Princess pure and lovely):

She was former leader of Nice Person Squad. She happily her duties in a lesser capacity until strange memories started surfacing. The memories included being reprogrammed by BLUE TEDDY BEAR and being part of one of his little experiments. She left the HNC and hid on the streets for a while. She ran into some members of the CDG and decided to join the group. She acts mainly as an adverser and only goes on missions to free people from BLUE TEDDY BEAR.

She puts other before herself. She helps people and enjoys seeing peoples faces light up. This comes partially from her ability to feel other peoples emotions. She prefers to spend time by herself relaxing and reading. She seems sad many times because of her memories of the past. The one person in the world she wants to hurt is the BLUE TEDDY BEAR. She will do anything to stop his evil. She still wears fancy dresses but they are now almost always all black with red ribbons or all red with black ribbons. She carries a stun pistol and extending staff as her main means of defense. Her real name is Pure Love.

Punk-Bun:

One of the youngest of were-rabbit easter bunnies, he has gone against almost all traditions. He has a Mohawk, carries weapons and wears leather jacket. He enjoys fast action, loud music and causing trouble. When the HNC started making everyone happy he got mad and started trouble where he could. He joined the CDG to cause as much trouble as possible. He works as a spy and generally trouble maker.

He enjoys making trouble and getting drunk. He is easy to spot because of his leather cloths, loud music and general bad attitude. He carries knives, guns and other similar equipment on his body.

Bad Guys season II:

Grand Slash:

He is one of many modified humans who work on the Courtesy squad. He is an expert on tactics and combat. He has lead many successful for BLUE TEDDY BEAR and has been paid well for his efforts. He is second in command and leads the squad to man victories. He also disappears at night to have fun with what ever city he is in.

Grand Slash is a modified human. He has cybernetic improvements, built in cutting

blades and enjoyment in the power he wields. He leads his squad with an iron fist and makes sure all his work is done well. He also enjoys suing his built in cutting blades on targets that cannot defend themselves.

Bright Smile:

The new leader of the nice person squad replacing princes Pure and Lovely. She has revamped the squads image to be more professional. She has also made the group train in both combat and personality adjustment. She goes out and finds trouble makers and unhappy people. She is very active at fighting un-nice and trouble makers.

She believes that the nice person squad should go out and find both trouble makers and unhappy people. She uses her best skills to reform people from their wicked ways. She takes more actions and enjoys physical activities. She thought Princess Pure and Lovely was two easy on people. She wears a bright red version of the standard Nice Person Squad uniform and has a stun lance.

Locations:

Tower of freedom:

This is the main base of the Cool Darkness Group. The tower use to be the Grand Tower of Grim Doom. The tower was multistory building made of gray and black stone and concrete. It was covered with gargoyles and many dark sculptors. It was topped by a peaceful garden that only Dark Lord HurtThem was allowed into. The HNC got their hands on the place and made a few changes. It is now bright yellow and blue. Huge windows where cut into support walls. The building has metal support members exposed and all the gargoyles have been removed. The building also a Christmases lights that come on every night covering it from top to bottom. The only thing left in tack was the garden.

The Tower has all of the latest communications and sensor gear. The Tower has link to the secret communication network of HNC. Below the colorful paint there is heavy weapon stations and many defensives systems. The tower also contains all the vehicles of the CDG and has full medical facilities. There is also a small dungeon in the basement. The dungeon contains mainly prisoners from when the tower was Grand Tower of Grim Doom. No one but the guard robots even remember the prisoners are there.

HNC Prime Adjustment Center (Circus land):

This is the personality adjustment camp where BLUE TEDDY BEAR works out of. The place looks like a cross between a circus and amusement park. The people being adjusted are kept in brightly colored building near the center of the camp. During the day they are exposed to constant stream of happy sounds and images and given special cotton candy that makes them easier to work with. At night they listen to music containing imporatant lessons about respect for authority.

The buildings include BLUE TEDDY BEAR'S personal quarters and reprogramming center. This building is of limits to everyone but the Courtesy Squad and their master. The building is brightly colored and full of cure fuzzy things on the upper levels. The

lower levels are white and sterile containing many labs and works places for BLUE TEDDY BEAR'S experiments.

Clu'Cav city:

This underwater city is the main living area of the Clu'Lu. This city is full towers and domed buildings. Each is covered in opals that form star patterns. The Clu'Lu spend most of their time sitting around trying to figure out when their master will return from space. They have plenty of high tech gear but this is hidden behind the scenes.

HNC Headquarters:

This is a set of buildings made of steel and glass. The buildings are not built in the cute style of the rest of HNC architecture. Each building is built to look professional and clean. Some of the buildings have pink and blue insides or cute stuff animals but all these are kept away from the main buildings. Administrator Love rules HNC from a central skyscraper. He has the top floor office in this building. The whole area is protected by modern defense system.

Episodes:

Season 1

Episode 1 "Down with the Party"

The Nice Person Squad is throwing a party for people about to be sent to "Circus Land". Besides the normal crashing by Muzics the CDG notice some important politicians as part of the group to be adjusted. The group must go out and save the politicians.

Episode 2 "Random Events"

The New York Party Animals start setting up random parties all over New York city and most of the east coast. The HNC think that Party Animals parties are to disruptive and go to stop them. The CPU goes out and tries to stop all the parties. The Cool Darkness Group must go out and try to stop them. Advertiser May also uses this as an opportunity to start advertising how great the CDG is.

Episode 3 "Re-Used Cars"

The CDG is starting to run on funds so they open up a Used Car lot. Many of the used vehicles are old CDG units with special modifications. The HNC try to shut down the Used Car Lot while the CDG is has to stop a kid driving a vehicles with still active weapon systems.

Episode 4 "So Blue"

BLUE TEDDY BEAR is out testing some of his recently enhanced patients. The Muzaks show up and cause some havoc among the Courtesy Squad watching the patients. One of the modified patients escapes and is found by Princess Pure and Lovely. She does her normal routine in trying to make the patient happy. The CDG show up to free the patient while the Courtesy Squad show up to capture him. Things start getting pretty messy.

Episode 5 “Candle Land”

A new candle store open up near the Tower of Freedom. To celebrate the opening they build hundreds models out of candle wax. Burner goes out to live up to his name. The rest of the CDG has to to out to stop him.

Episode 6 “Origins”

This episode show the found of the Cool Darkness Group. So the episode is a little out of order,? It's not like the kids watching the show will notice.....

Episode 7 “Best Bubble Gum in the Universe”

Some Elves go out to recreate the BBGitU(best bubble gum in the universe). The CDG find out about the elves trying to recreate BBGitU. The major problem is to create the gum will devastate the entire planets ecosystem. The cool darkness group must go out and stop the gum from being produced.

Episode 7 “Time for ...”

The CDG has big plans to strike at the HNC HQ. Advertiser May changes the plans so the Group will show cool gadgets that she is planing to sell. The plan not only fails, it makes the HNC look like idiots while the plan fails.

Episode 8 “Circus Break”

CDG go to free prisoners from the Circus Land. They must sneak in and free the prisoners while the Muziks keep the Nicer Person Squad and CPU busy.

Episode 9 “Toys On the Loose”

BLUE TEDDY BEAR has created toys that will make it easy to control children's minds. The Cool Darkness group must find a way to stop the toys being distributed. Advertiser May points out seeing the toys destroyed would make the CDG look bad. The group must figure out a way of destroying the toys and blaming the HNC for it.

Episode 10 “Christmas for Sale”

Administrator Love goes to the north pole to buy off Santa's production facilities. The CDG go up to the pole to stop them. The CPU's are not there to stop the CDG since they are busy fighting off mutant polar bears created in one to BLUE TEDDY BEAR'S experiments. As the episode ends Short Fire gets the Christmas Elves to produce a CDG action figures to be released during Christmas.

Episode 11 “Prison Break up”

Some of the prisoners escape from Freedom Towers dungeon. The prisoners do not know of the HNC and are out to get Dark Lord HurtThem. The CDG must find the prisoners and try to convince them that they are good guys. The HNC want to capture the prisoners to find the CDG's secret base and as propaganda tools.

Episode 12 “Catch that Bunny”

The easter bunnies decide not to deliver easter eggs on Easter. The HNC search out the Easter Bunnies to convince to keep the tradition going. The CDG want to convince

Easter Bunnies to join CDG. In the end the Easter Bunnies not only start working with the CDG but produce Easter Eggs with CDG logo on them.

Episode 13 “All's fair in love and war”

Administrator Love takes a personal interest in stopping the Cool Darkness Group. He comes up with a complex plan to stop the CDG. The plan works and part of the CDG is captured. James Eagle must now use the Muziks to free his comrades.

Season 2

Episode 14 “Memories of the Blue”

Princess Pure and Lovely starts having nightmares and memories of the enhancements that BLUE TEDDY BEAR did to her. She leaves the HNC and ends up on the street. James Eagle notices her one day and brings her into the CDG. She renames herself Princes Lovely Darkness.

Episode 15 “Hunt the Music”

Bright Smile takes over the Nice Person squad. She retrains the squad into the combat unit and tries to take out the Muziks. Bright Smile is not a very good at tactics and Nice Person Squad are not really fighters. While this is happening Dark Lord HurtThem and Princes Lovely Darkness sneak into Nice Person HQ and steel files, set up a practical jokes and gain access to secret HNC data. The CDG do help the Muziks fight the Nice Person Squad but it is not much of a battle.

Episode 16 “Bad Cards”

The HNC release a card game the becomes super popular. The game contains elements of mind control to make people more compliant to the commands of the HNC. The Cool Darkness Group must go out and stop this evil game from spreading. They do this by introducing children to wholesome Role Playing Games.

Episode 17 “When Love Attacks”

Adverser May has set up a giant media event for the CDG. Administrator Love can not let the CDG get good press. He send the CPU out to have some fun with the media event. The CDG must go out and stop the CPU from stopping the media event. Some members must go out and have some real fun with the CPU members.

Episode 18 “Party of Doom”

Small Fire, Punk-bun and Burner go out to party. There party get way out of control, causing thousands of dollars worth of property damage. The rest of the CDG must go out and stop this giant party of doom. HNC notice this little party and go out to advertise it and try to stop it. Things get very messy.

Episode 19 “Dark Everywhere”

Administrator Love goes out to relieve stress by punishing people who speak out against the HNC. He takes some elite members of the CPU with him. Dark Lord HurtThem fin

out about this plan and comes up with ideas of how to make Administrator Loves job as hard as possible. This evolves everything from hiding people to sending out CDG to fight CPU troops.

Episode 20 “Squid Face”

One of the HNC board of directors makes a personal visit to Circus Land. The CDG of course have to go out and make problems. This is also the start of people finding out about the Clu'lu.

Episode 21 “Countering the Blues”

BLUE TEDDY BEAR starts a new wave of enhancements. Princes Lovely Darkness and James Eagle go out to stop these experiments. They run into Nice Person Squad along the way. Lovely Darkness has to take care of her past with the HNC in this episode.

Episode 22 “Space Race”

HNC develop a new Satellite that will spread happy beams across the whole planet. This will make everyone much easier to control. The CDG go up to stop the battle of course. The problem is there rockets are home built and have a few bugs. This is compounded by HNC space force made up of Nice Person Squad members. (They are cheap, who fights in space anyway.)

Episode 23 “Giant Robot of Doom”

A new anti HNC group show up. They have built a giant super robot to fight the HNC. The group is infiltrated by the Courtesy Squad. The Courtesy Squad tries to steal the robot but make it go on a wild rampage. The CDG have to join forces with the HNC to stop the robot. The HNC does have a giant biomechanical machine ready to fight the robot. The HNC machine looks like a giant version of BLUE TEDDY BEAR.

Episode 24 “Music Lessons”

Various members of the CDG go and hang out with the Muziks. Along the way they crash Nice Person Squad parties, get attacked by rabid fans and fight the CPU.

Episode 25 “Board Meeting”

CDG learns the location for the HNC yearly meeting of the board. The CDG go out to dispute the meeting and to get photographs of the Clu'lu board members. The CPU and Courtesy Squads are there to protect the board members.

Episode 26 “Ocean Exploration”

The CDG sponsor a sea exploration teams that happen to be right above Clu'cav city. The CDG is trying to show the world the true leaders of the HNC. The clu'lu will do their best to protect their home. It is discovered the stars will soon be right for the return of Clu'Lu's master.

Backstory:

In 1985 the millionaire Edward Lord Night started Cool Night Animation Studios to produce a great show idea he had. He already had the basic character designs already designed and hired animators flush out and create the series. The show started slowly in

syndication but soon became very popular. Part of this work was thanks to Cool Nights head of publicity, May Anna Night. By the second season the show was seen almost all over America. Edward Lord Night also created a company to sell toys based on Cool Action Greatness. The show lasted 10 seasons and produced over 260 episodes. The spawned its own kid show (Circus Hour starting BLUE TEDDY BEAR) and a more girl friendly show (Dark Princess Universe). Five years after the show run an anime appeared (Cool Action: Dark Group Alpha Z) and three animated and two live action movies.

Not all was happy news for the show though. Many parents groups said the show was to violent and just out to sell cheap toys. (Edward Night was really mad at that last one, they where all high quality toys). There was a lawsuit by the Nice Person Charity Group. The groups founders, Timothy Love and Theodor Ursa Azure, said that the show was defamatory to there group. It did not help that Timothy Loves daughter, Nancy "Pure" Love, worked for Mr. Night. The lawsuit was settled out of court. Nice Person Charity Group was eventually taken over by Edward Nights daughter. She also ran the Happy Child Corporation. For kicks she renamed the group Happy Nice Cooperative.

Edward Nights, Dark Lord Night became a criminal. In 2005 it was said he had joined a group calling themselves Dark World Masters...