

SATURDAY MORNING LINE UP

BY

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Introduction

Well you remember waking up on Saturday mornings to watch your favorite cartoons. Each network would run a whole line up of different shows trying to get you to watch. This product is set up like the old line ups. These are a collection of different series I created. Some of the series were originally showed on Cartoon Action Hour mailing list or part of the “Idea Pile” on cartoon action hour forums. This is a collection is designed to be fun and for most parts includes does not include any form of stats. Sit back and look through the six different series. I have also include some “commercials” between the series to make this file a bit more fun.

CABNS Saturday Morning Line Up

7:00 Buddy Action Show

7:30 Costume Defenders

8:00 High-Bots

8:30 Arena Rules

9:00 School Of Shadows

9:30 Voyage Between

I designed the timing to be somewhat realistic. I start with an action comedy end up with two informational/educational series.

I hope you enjoy these groups of series, they are designed to be fun an easy to use.

Bryan Beyer

Buddy Action Show

Premise:

The woods of the Blissful Buddies was a calm happy place where human children sometimes appeared to have problems solved and to have a new happy outlook on life. There was a minor evil known as Grey-Fog but he was more of a joke if anything else. One day a dark cloud entered the Buddy Woods with new creatures and enemies appearing. At the same time new heroes appeared to defend the woods. The woods are now locked out from the rest of the world as Darkcon and his “hordes” fight the good guys for control of the woods.(See backstory below for more information.)

Characters/Groups:

Wild Strike, Techno-Warrior:

A highly trained warrior who wears silver and gold armor with built in scanners and many pieces of electronic equipment on it. He is a veteran of many battles and has a bit wild in combat. He enjoys doing impressive stunts in middle of combat and becoming the center of attention outside of combat. His weapons include blades and web launching pistols. He is shocked by the primitiveness of some of his new partners and bored to death by Blissful Buddies life style.

Tech Panther, Cyber-Beast:

A panther with cybernetics covering his body, he is defender of the weak and defenseless. He seems always calm and ready to lead other to a win. He is outspoken by what he considers wild or useless plans. He has a stun laser built into his sides of his body and shock beam claws. He generally works with Wild Strike during combat.

Lord Great Blade, Ego Warrior:

A knight who comes from long line of warriors who can affect other people’s minds. This ability includes being able to stun people with his mind or weaken them so they surrender to him. Besides these abilities he also carries a great sword. He has a high opinion of himself and his abilities. He is sure of his abilities and generally thinks he knows better than everyone else. Even with this he still helps his lesser and does not expect to be paid back. In fact he is insulted at any suggestion of payment for his help. He wears blue tunic with green pants and cloak. During combat he wears blue and green plate armor. He is highly annoyed at almost every level by the blissful buddies. He especially doesn’t understand their complete lack of nobility or fighting abilities. At least they do not try to repay him for his work, but that is the only good thing he sees about them.

Dragon Heart, Sentinel Striker:

A member of Knights of the Storm who comes from the same world as Lord Great Blade. He is serious and generally purposeful with his actions. He seems never to waste energy especially with jokes or unnecessary conversation. He does have a small problem in believing in himself but follows his heart in times of trouble. He has light brown hair and eyes. He wears a brown tunic and pants with a grey cloak. During battle he wears grey and blue armor. He takes his new position of protecting the Blissful Buddies seriously. He also tries to train them to protect themselves but has had not much success.

Blissful Buddies:

These are short and generally cubby creatures covered in bright colored fur. They have white muzzles and have ears on top of their head. The ears are either rounded and flopping forward, or pointed standing up like a cat. Between their ears is the symbol for the buddies clan/group. A pair of antennae means the buddy can feel magic and happy emotions around them. A pair of feathers means the buddies can float through air. A heart means the buddy can make people feel happy and relaxed. A spiral means the buddy can teleport around and a pair of horns means the buddy can move objects with their minds.

The Blissful Buddies live in small villages around their forest home living happy lives and causing no trouble for anyone. Each community is led by Smiling Bunch who makes the decisions for the buddies of that community. All the buddies work together to make sure everyone is happy working together.

Rainbow, Mist Fairy:

A young human sized fairy with blue butterfly wings on her back. She has blond hair with blue eyes and generally wears her hair in elaborate styles and generally wears multi colored dresses. She is outgoing and generally has a positive outlook on life. She enjoys helping others and making people happy and she also enjoys making herself look nice. She is uncomfortable in her new role as protector of the blissful buddies but does her best to help them. She has gained the powers to produce protective barriers and to heal people with a touch.

Blue Feather, Bird Fairy/Pseudo-Angel:

A young human sized fairy with two royal blue wings, black hair and deep brown eyes. She is self confident and enjoys life's pleasure when she can find them. She is somewhat of a rival to Rainbow trying to take lead away from the mist fairy. She has been known to show kindness to people but generally hides this with a sarcastic wit. She is very uncomfortable of now being a fighter and can barely stand the blissful buddies but does get the job done. She has gained the power to produce a glowing sword of light she calls light blade.

Sarah Walker:

A young teen who has entered the Buddy Woods early in her life. She enjoys games and is a bright eyed cheerleader. Her happy attitude and joy of life fit well with the creatures in the woods. She likes being a problem solver on top of being ever happy. With the coming of Darkcon she was captured in the woods going against creatures she has little or no experience against. She generally wears an in fashion dress or a cheerleader costume.

Henry Walker:

A preteen boy who is quiet and at times seems sullen is generally dragged off the Buddy Woods. He does enjoy sports and probably be better at them if he was more outgoing. He gets in a lot of trouble once Darkcon appears, the boy is not ready to handle a creature of darkness. The boy wears blue jeans and a white t-shirt.

BAD GUYS:

Darkcon:

Darkcon is dark void that has glowing red eyes and no body to speak of. He wants something within Buddy Woods but no one knows what it is. He called forth many warriors from many worlds to do his dirty work. The only thing that is known he speaks with a dark voice and never yells or even laugh evilly. Even the most evil monsters feel uncomfortable in his presence.(The designers saved money by just having him drawn as a dark void with glowing red eyes.)

Grey-Fog:

He is a short tan skin man with a round belly and big nose dark black hair with balding spot. He is short tempered, always in a bad mood and only goal was to find out the secrets of the blissful buddies. He now has a major problem that Darkcon has moved and taken over his old territory. He is both bitter about being third fiddle and being nearly the weakest of the group next to his little toady.

Oh Shoot:

This is Grey-Fogs toady, who is literally a humanoid frog, which does anything his master tells him. He is normal toady being small, stupid and being easily commanded. He very scared of all his new “allies”.

Dark Bad Buddy:

A Blissful Buddy transformed into a black furred creature of evil. His horns have grown large and his telekinesis is now a dangerous weapon. This buddy likes making fun of his old comrades and making other creatures feel small. He likes to laugh in other peoples faces but is quick to attack anything stronger than him. He is not highly intelligent but can follow orders well.

Viper-Strike, Cyber-Warrior:

This tall human cyborg is cold hearted as his name sake. He prefers to plan out his strike then attack his enemies with speed before they can see what is coming or counter it. He is not sure of his new allies but is ready to fight with them to gain the powers promised by Darkcon. He carries a blaster pistol and energy sword. He wears black body armor over a green body suit and has grey cybernetic arm and leg.

Tech-Boar, Cyber-Beast:

A giant pig with black skin, tusks and silver cybernetics all over his body. The boar is short tempered with little patience. He also very ambitious and wants to lead battle no matter what the problem was. His impatience makes sure any plans he has go awry. He has plasma launchers built into his armor and can cover his body in stunning electricity.

Dread Knight:

If this dark human has a name no one knows it. He is cold and menacing having no compassion for anyone. He leads his troops through fear. He is not a good long term planner and this has been shown in his many attempts to lead his troops in battle and losing because of rash actions. He wears black chain mail armor and uses a shield with a long sword. His helmet completely covers his face and he always wears his helmet. He considered his allies and enemies to be jokes. The only ones he gives respect are the two storm knights, the werewolf lancer and darkcon.

Grey, Werewolf Lancer:

This werewolf is fairly calm most of the time and has a nasty sense of humor. He wears body armor over his grey fur and carries a large lance into battle. He spends long times in his human form spying on human. In this form he has grey hair and eyes and wears black and red tunic over leather pants and boots. He finds the world he currently in to be completely ridiculous. He is only following Darkcons orders so he can return home to a sane world.

Crimson Feather, Bird Fairy/Pseudo-Angel:

A red hair and red wing fairy who never got along well with others. At home she was considered a spoiled brat who would sulk if she did not get her way. In this new world she can gain actual power and can get the weak blissful buddies to do what she says. Otherwise no one else takes her that serious and she is getting mad at that fact all the time. She will obey orders but will moan and groan about all the way. She can produce a blade of power she calls "dark blade" but is not a very good fighter.

Places of Interest:**Buddy Woods:**

This is a happy set of woods filled with trees, flowers and open fields. There are small villages throughout the land containing Blissful Buddies and their human guests. In one section of the woods there is a small stone wall with a wrought iron gate. This is the entrance from the human world to the Buddy Woods. There are some plants that grow throughout the woods that produce colored barriers called buddy barriers. Anyone eating these barriers will be happy and content for the rest of the day.

Grey Shack:

This is a small shack that Grey-Fog has lived in. It is a small wood and metal building filled with instruments that he uses to come up with plans to steal the magic of the blissful buddies. It is small and uncomfortable.

Darkcons Cave:

This is a cave that looks like a palace. This is where Darkcon meets his minions.

Episode 1: "Welcome to Blissful Woods"

Darkcon brings forth his fighters to take over the woods. At the same time warriors come to fight his forces.

Episode 2: "Capture the Kid"

Henry gets lost in the woods and it is a race between the two groups of fighters to find him.

Episode 3: "The Talents will Lead"

Blue Feather and Crimson Feather have a talent contest to see which one of them has more talent.

Episode 4: "Buddies Battle"

Darkcons troops capture the buddies while the good guys are distracted. The buddies try to free themselves until the good guys return at the end of the episode to save them.

Episode: "Along will Fall"

The bad guys go separate ways and each try to defeat the good guys. Each plan fails and the bad guys fail miserably. Only Werewolf Lancer has any peace, he just sits back and laughs at the bad plans of his allies.

Back Story:

Buddy action show was a created as last chance for Happy Time Games and Toys and Action Child Productions. The two companies had four successful shows with matching toy lines but both the toys and shows were loosing ground. Action Child Productions took four of there most successful shows: Blissful Buddies, Fairy Wings, Jack and the Tecno-Warriors and Knights of the Storm, and combined into a block of shows that could be shown in syndication. They were slightly short about five episodes so the companies had the writers of Blissful Buddies and Knights of the Storm to come up with a working concept that combined elements from each of these shows. The combined story line was less the successful. The show had been produced at low budget, about only half the budget per episode of any of the other shows. Not only was the animation bad the scripts where pretty badly written. The five episodes where panned by everyone. Not only that but some family groups were not happy in combining the non-violent Blissful Buddies and Fairy Wings with there more violent Knights of the Storm and Techno-Warriors. Not only that but some conservative groups thought the Blissful Buddies where socialist society that might influence some children to head in that direction.

Commercial Break

GET THE WIZARD

All Children want to get the great magic of the wizard..

Find the magic keys to unlock wizards great power

RPG cereal,

The most sugar filled chocolate cereal on the market

with sword, spear and key peaces.

It also know has d20 marshmallows

GET THE WIZARD
IN RPG CEREAL

Costume Defenders

Premise:

A mad scientist gains access to mummies of long dead “monsters”. These mummies were hidden in an old castle in a secret location. Using parts from the monsters the Scientist invented a way of transferring monster abilities to humans. He invents a machine to specifically transfer monster powers into humans. He tests the machine on himself and on “voluntary” test subjects. The machine transfers the powers but transforms the subjects into part monster part humans. The scientist becomes insane and wants to conquer the world. He looks like a normal human but has bright red eyes that glow when he is angry or thinks something is funny. His new minions range from looking like normal humans to human shaped creatures. He also used animal DNA to stabilize some of the monsters forms. These monsters include dragon-humans, trolls and animal like creatures. The whole group is called the New monsters.

The scientist's brother discovers the New Monsters plans and obtains the blue prints for the transfer machine. The brother invents tiny machines that can transfer part of monsters powers into human bodies. The machines must be linked into special body suits for the powers to be transferred. One of the new monsters discovers the machines and attacks the labs. The brother is mortally wounded but saves the transfer devices. The machines become altered during the attack but the brother does not realize this. His teenage son gets a hold of the devices and swears to stop the New Monsters.

The son and his friends install the devices into costumes based on the original body suits. The costumes shape shift into Halloween style costumes. Donning the costumes they discover they have great powers, but only while wearing the costumes. Each costume becomes linked to the first person who wears it. So each person has power but can not share the powers they gain with anyone else. They go to fight the New Monsters, looking like a bunch of trickier treaters. Some of the gang, who call themselves Costume Defenders, do not like their costumes look that much.

Groups in the World:

New Monsters:

Mad Scientist has manufactured these monsters to help him take over the world. The problem is he can't control most of them. He has power over the more animalistic and can make them do what he wants. The more intelligent monster-human hybrids can think for themselves and have been known to go out on their own. Mad Scientist lives up to his name and does strange plans and spends half his time inventing useless weapons. He spends the other half of the time trying to convince the New Monsters to follow his plans. The monsters stay with him since he seems to be the only one who can seem to fix them.

Old Monsters:

The mummies are long dead but they do have living brethren currently in stasis. These “monsters” are actually defenders of an ancient and lost civilization. When the Monsters wake up they will have to deal with a changed world, the New Monsters and the Costume Defenders. It is safe to say the old monsters will not be very happy campers.

Costume Defenders:

This is basically a group of teenagers who are out to defeat the New Monsters. Thanks to Jason Jackson the group has access to suits that give them amazing powers. The group is very unorganized and has no real support structure. The group tries to stay secret and tells no one about their abilities.

Characters

Costume Defenders:

Jason Jackson: Wolf Alien Costume:

Jason Jackson is nephew of the Mad Scientist. Jason wants to stop his uncle bring him to justice for the death of Jason's father. Jason is natural born leader who is very dedicated to his quest. He can seem cold to people outside the Costume Defenders. To his fellow teammates he is known for coming up with good plans and protecting their lives with the best of his abilities. Jason is a loner at school and has done his best not to be noticed. His costume is a wolf mask, silver space suit and laser rifle. He has enhanced strength, speed and laser weapons when wearing his costume.

Marry Madison: Fairy Costume

Mary is a generally fun loving girl who likes to go shopping. She is popular at school and is an accomplished martial artists. She joined the Costume Defenders with he sister Sarah when their house was attacked by New Monsters one Halloween. She has turned into a pretty good fighter and has gone out of her way to defend the innocent. She has one major problem, she hates her costume. It is a white fairy costume with short dress, bug wings and oversized party mask. The costume gives her the ability to fly and to cast stunning and electric blast from her wand.

Sarah Madison: Witch Costume

Sarah is a tomboy who enjoys sports, video games and just hanging out. She has used her physical abilities to defend her self and other at home or at school. She also seems always to be in some form of trouble at school. She does not take orders well and seems out to prove herself right. She has a dark purple witches costume with a broom. She can fly, hypnotize people with her voice and produce fire blast with her hands. She enjoys going out as to fight the New Monsters. She also enjoys making fun of her sisters costume.

David Kennedy: Pumpkin/Clown Costume

David is a piratical joker who just likes to make jokes and enjoy himself. He has spent many years perfecting his joking skills. He has great patients when it comes to setting up and doing piratical jokes. He is completely lazy when it comes to any form of work including school work. He has been getting bad grades and is almost always in trouble. He also has an eye for girls and enjoys flirting with them. His costume is a pumpkin head on top of a clown suit. He can make his pumpkin head project out beams of light. He can use a squirting flower produce super slick substance to cover the ground making moving over the ground difficult. He can also through exploding candy or super sticky gum to capture people.

Steve Blunderbuss: Punk Zombie

Steve is a rock and roll musician who knows he is cool. He seems to naturally understand what to say and do to be admired. He is also very arrogant and expects people who are lesser then him to do what

ever he says. This has caused him to have problems with the rest of the team. He has had problems of getting himself in trouble during many battle. His costume is leather jacket and cloths with a zombie mask. He has super endurance and can with stand great amounts of damage. He can also stun people with sound waves from a guitar he carries.

New Monsters:

Mad Scientist:

He is tall, gray haired and red eyes. His eyes glow when he mad or laughing. He likes to wear bright colored lab coats and always has some scientific piece of equipment near him. Mad personality ranges from calm and collective to him laughing with mad glee. He knows he is better then everyone else and is the only person who can run the world. He is generally calm during lab experiments or when giving orders. He gets very crazy during combat and while laugh, give crazy orders and be mad when loosing. He also enjoys punishing his troops. His plans for conquering the world are generally a bit off.

Low Life:

He is Mad Scientist's assistant. He is short, gray skinned and very ugly. He is willing to do anything for the doctor when he his being watched. The rest of the time he is a lazy coward who will do almost anything to get out of work. He is smart enough to trick the dumber monsters into doing his work. He has no special powers except for taking great beatings and being strong for his size.

Grace-Scale: Dragon-Human Hybrid

She has golden wings, tail and claws on her hands. She also has gold skin and silver hair. She is intelligent and a fast thinking adrenaline junkie. She enjoys going out and challenging herself and doing crazy stunts. She has trouble doing anything subtle and generally easy to notice even when she tries to hide. She follows Mad Scientist's orders for the time being but is making her own plans for the future. She can be dangerous in a fight thanks to her claws and fire breath.

Brute Force: Battle Troll Hybrid

Brute is not known for his intelligence or patients. He likes going out and bullying those weaker then himself. He also enjoys the challenge of fighting creatures more powerful then himself. He is used by the new monsters to keep the Costume Defenders busy or to destroy targets. He is tall with dark yellow skin and bits of random colored hair coming from all over his body. He can withstand a great amount of punishment and has high level strength.

Magnificent Mind: Bear/Human/Metal Hybrid

Magnificent is tall with bear head and steal bear claws. He also has strong metallic armor attached to his skin. Magnificent believes he has the intelligence and leadership skills needed to command the New Monsters. He knows he is the only person who actually worthy enough to lead the New Monsters. His arrogance and many bad habits make him not very liked by the other New Monsters. He also is a bit of a coward. He will not risk his own neck to take over the new monsters. During battles he tries to command the new monsters but just gets himself in trouble. He has strong metallic plates a claws to threaten people. He also can make others fear him through a small amount of psychic power.

“Jack” Quick Shadow: Human Looking New Monsters

Quick Shadow is one of the most human looking of the New Monsters. He has slight “birthmarks” that cover parts of his body. His eyes also glow when he is angry otherwise he looks like a normal human. He does most of the spy work for the group. He is also loyal to the New Monster cause of conquering the planet. He can hide in the shadows or come out and stick with great skill in battle. He obeys the commands of Mad Scientist without question. He does not get along with the other monsters thinking they are to unorganized and not obeying orders. He can produce shadows to hide himself and has a psychic link to Mad Scientist.

Monster Pack:

This is a group of less intelligent animal human hybrids. They are generally unorganized and easily distracted if not under command of a strong leader. They also do not have any special powers beyond enhanced strength and endurance. They are used as shock troops or as guards around New Monsters base.

Places of Interest:

Grand Castle Labs:

This is a multistory laboratory that looks like a castle on the outside. The building outside is stone with towers. The upper portions of the building do have large glass windows to allow light to enter. The two lower floors contain basic office laboratories. Some of these labs are rented out to small companies to do research. The upper floors contain Mad Scientist laboratories and his living quarters. He has many labs that range from chemical engineering to labs to produce new monsters. There is a multilevel basement which contains the living areas for the New Monsters.

The labs security is pretty tight. The lowest levels have cameras and guards. The upper levels have a sophisticated security system that can detect any intruder. The upper levels are also patrolled at night by members of the Monster Pack. Any intruder in the upper levels will meet a very bad fate. The basement has only a basic security system. It is locked behind heavy doors. The defense of the basement is the New Monsters. They do not like being disturbed.

Costume Defenders HQ/ Jason's Garage:

Costume Defenders main base is a converted garage in back of Jason Jackson's backyard. There are three rooms. The part of the garage contains a game table, small office space and workout area. Along one wall there are closets where the group stores their costumes when not in use. One of the other rooms contains a microwave, small sink and small refrigerator. The room also contains a small table. The last room in the garage contains the equipment that can be used to create new costumes. Where's the bathroom you ask? Well this is a 80's kids show so no bathroom.

Dark Stone Cave:

This hidden cave contains many old monster stasis units. The cave is well hidden but has many high-tech systems in it. The cave is ready to be opened and provide access for any new monsters ready to escape into the modern world.

Story:

Episode 1 “Monsters Are Born”

This episode the New Monsters start attacking a small laboratory. Jason test out the powers that his father invention instills into costumes. The costume defenders gain the two girls as team mates during this episode.

Episode 2 “No Minds is Good Minds”

Mad Scientist invents a mind control machine. The machine requires special crystals to work. The crystals are being grown in a small lab across town. The costume defenders go out of their way to stop the monsters from getting the crystals.

Episode 3 “School is Out”

Mad Scientist comes up with a plan involving taking over the Costume Defender's high school. During the school day New Monsters attack the school and try to take it over. The Costume Defenders must stop the attack without giving away their secret identity.

Episode 4 “Slimy Knight”

Mad Scientist comes up with a monster that can produce large amounts of slime. He sends the monster to go out and goop up the town. No one is sure of what the plan is does but follow the plan anyway.

Episode 5 “Ghost Scare”

Ghost like creatures start appearing all over the town. The ghost start haunting public buildings and other institutions. Can the Costume Defenders figure out what is going on?

Episode 6 “New and not Improved”

A group of fake Costume Defenders stop a New Monster attack. The group uses technology to simulate some of the Costume Defenders powers and abilities. The fake group get into trouble facing New Monsters and must be saved by the Costume Defenders.

Episode 7 “Not so Magnificent One”

Magnificent Mind comes up with a great plan to prove he is the best to lead the New Monsters. He comes up with a special reward nomination for Mad Scientist that is out of town. When Mad Scientists leaves town Magnificent starts his plan. The Costume Defenders defeats mad and proves their worth.

Episode 8 “Fairy not so Fair”

Marry Madison can not take the teasing of her sister and David and leaves the team. As this is happening New Monsters start attacking the city with a flying monsters attacking from an airship. Marry flying abilities is needed to take out the airship. Can the team get Marry to rejoin the team in time?

Episode 9 “Really Buggy Car”

A new hot brand of cars comes into town. Each car seems normal until monster bugs start appearing from inside them. Some cars even transform into giant monster bugs. Can the Costume Defenders stop the bugs?

Episode 10 “Cloudy Day”

Mad Scientist creates a cloud that can change normal humans into New Monsters. The machine to produce the cloud is massive and requires large mounts of power. The Costume Defenders must go out

of their way to stop this new menace.

Episode 11 “Bring me More Money”

A biker gang comes into town. The biker gang starts stealing money and causing trouble. The Costume Defenders must go out and stop his gang.

Episode 12 “Ho, Ho, Ho”

Christmas time comes around to the town. Mad Scientist infects Santa Costume with a drug to control peoples minds. He plans to use the Santas to control children all over thw world. The Costume Defenders must stop the plan from coming. There is one Santa Clause who is willing to help the Defenders. This Clause has his own team of elves to.

Episodes 13 “Mummies Needed”

Mad Scientist is running low on monster mummies. He goes out hunting for new mummies. The Costume Defenders must go out and stop him. The Costume Defenders also gain the chance to produce new Costumes with new powers.

Season II “New Creatures, New Problems”

Episode 14 “Awake, Doom, Awake”

Mad Scientist finds Dark Stone Cave. He and the Costume Defenders race to reach the cave first. As Mad Scientist reaches the cave, the Old Monsters awaken.

Episode 15 “Wanted, Babysitter”

David has to babysit his little sister for a whole night. The New Monsters begging a new attack that very night. David must fight the New Monsters and not give his secret away to his little sister.

Episode 16 “Dragons Hoard”

An Old Monster dragon starts building his lair in town. He steals some gold and jewelry to produce a new hoard. He also asks Grace Scale to join him so she can learn the true abilities of her powers. Can the Costume Defenders push the dragon out of town.

Episode 17 “Lights, Camera, Aahhhhh”

A movie company comes to town making a documentary. Both the Costume Defenders and New Monsters try to get on film. The poor movie crew is stuck between these two groups.

Episode 18 “Get the Scoop”

A news reporter is out to get the scoop on both the New Monsters and Costume Defenders. The reporter follow the battles and tries to find out the facts. Can the Costume Defenders defend their identities? Can the reporter end Magnificent Mind's never ending interview on how great he is?

Episode 19 “Old World Returned”

A group of Old Monsters start building a city that looks like their old home. The Monster start collecting humans to inhabit the city. Can Costume Defenders free the hostages?

Episode 20 “Bears Lives”

Mad Scientist starts producing a line of Teddy Bears. The bears are to be sold all around the world. On a given day the bears will come to life and capture families. When the Costume Defenders go to stop production of the toys all the bears wake up early.

Episode 21 “New Day, Part I”

The Costume Defenders gain new team members. Using their now larger ranks the team goes out to stop the New Monsters. As the attack begins the New Monsters use a new weapon on the Costume Defenders. Many of the new Defenders start acting like monsters.

Episode 22 “New Day, Part II”

The Costume Defenders figure out the ray is causing the Costume Defenders to transform into New Monsters every time they use their Costumes. As New Monsters start a new attack on the town. Can the Costume Defenders stop the New Monsters without becoming monsters themselves.

Episode 23 “New Day, Part III”

The Costume Defenders learn that a group of Old Monsters have a way to stop that transformation. The New Monsters try to stop the Costume Defenders from contacting the group of Old Monsters. Costume Defenders gain new weapons and redesigns of their current costumes. The Old Monster also requires a monster to join the Costume Defenders.

Episode 24 “Stuck Between”

Two groups of old Monsters start fighting each other in the middle of the town. The Costume Defenders must do their best to stop the fighting. The New Monster tries their best to keep the fighting going.

Episode 25 “Truth can Hurt”

The Costume Defender's parents find out about their kids' true identities. Can the kids convince their parents that they need to defend against the New Monsters. The New Monsters also begin a new plan involving clowns as this is happening.

Episode 26 “Defend the Bad”

A group of Old Monsters decide the New Monster hybrids need to be destroyed. They begin a full scale attack on Grand Castle Labs. The Costume Defenders must stop the assault from spreading to the rest of the town.

Backstory:

Cool Time Costumes decided to produce a Halloween special to help sell their Costumes. They hired a small video company, Wonder Tape, to produce the special. Wonder Tape not only produced the special but convinced Cool Time Costumes to produce the special into a full show. The show hit on Saturday morning and was a great success. Cool Time Costumes convinced Random Fun toys to produce action figures based on the show. As the second season came up many things started to happen. Random Fun came up with toy ideas that Cool Time Costumes did not like and parents groups disliked the violence on the show. It took over a year for the second season to be produced. Random Fun bought out the show from Cool Time Costumes and produced the second season using the new toy designs.

The second season did go well but the network was getting nervous because of the delay in production.

This with the pleasure from parents groups caused the network not to order a third season. The show did last one more year in a bad time slot. Random Toys produced a successful line of toys even after the show was completed. Wonder Tape stopped producing shows and started mainly importing and dubbing anime for the American market.

Commercial Break:

Sally and Jacob run through a field chased by large green monsters. The monsters slowly drool green slime and have red glowing eyes. The kids run around the corners and see our heroes. A large alien with a wolfs head, a witch and punked out zombie. The monsters take one look and start running in the other direction.

YOU HAVE SEEN THEM ON HALLOWEEN,

NOW YOU CAN OWN THEM

GET THE NEW COSTUME DEFFENDER ACTION FIGURES

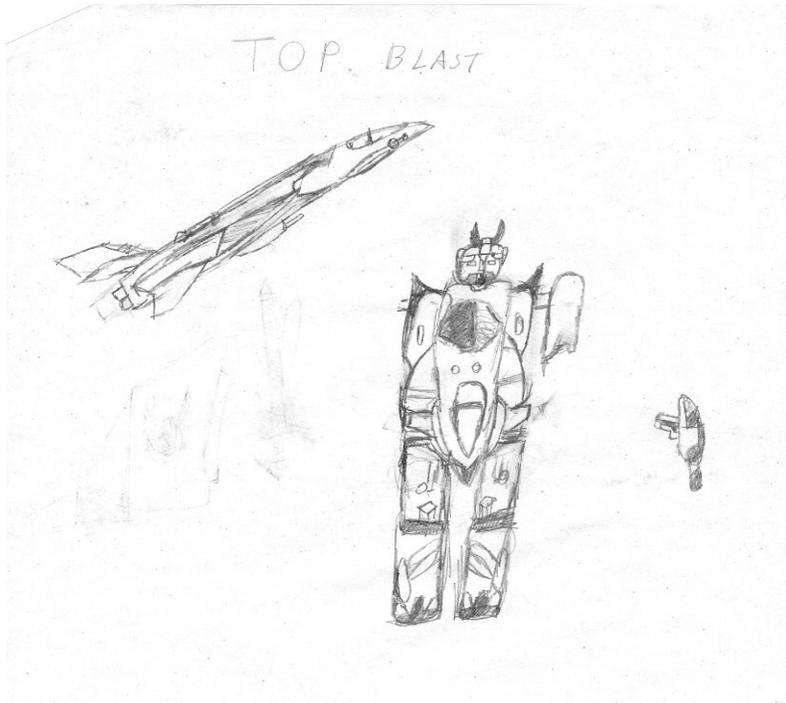
Jacogb “They are cool”

Sally: “and fun”

Monster: “And will keep evil away from you”

Monster 2, “Not to mention scary...”

HIGH BOTS



**Art By Bryan Beyer
From Elementary and Jr. High School**

Basic History:

The original high bot computer technology was created by a scientist/engineer using “harmonic circuitry”.(The first two successful robots where two human sized “helpers” named record and hot wire. Many of the advancements to the basic High Bot tech was made by hot wire and record. After some time a successful company developed around robots and harmonic computers. The first bad guy high bots where created by sabotage, this also caused an explosion that wounded the a scientist who was part of the company.

The renegades caused some minor trouble and caused the first military high bots be built. As this was happening the scientist who survived the explosion went mad and started a robot factory creating “simple” attack robots that contained the anti grave technology he had been working on. He started to attack everyone and building automated factories to mass produce his robots. This started the first rounds of the “Robot wars” that would last for a good part of the decade. Half way through the war the renegades joined with the crazy scientist gaining access to repair facilities not to mention being able to create new brain units that could be implanted in new bodies. The US military joined the war effort but where beaten back in the early battles. Eventually the US started gaining more advance weapons like the “power bot” advance power armor. The whole area became known as the robot warzone and became it own country in the united states.

Even as this was happening smaller scales events where happening around the world. In one country

advance robot gladiators appeared, along with some captured high bots who were forced to fight. In another part of the world a figure known as shadow cyborg appeared and started changing gang members into cyborgs. These gangs ruled good part of the streets and started a new arms race as all sides tried to counter the tech. Many helper class high bots were sent to fight the gangs. Shadow Cyborgs body guards included a cyborg to could transform like some members of the high bots.

Notes:

Helpers:

These are human sized none transforming robots that assist High Bots and generally run bases and handle repairs.

Brain Modules:

These are self contained units that contain the core intelligence of High Bots. These units can be moved from body to body making repairs easy. There are a number of different brain module designs which can only be put into bodies designed to contain that module type.

Transform packs:

These are packs designed to provide many different transformations to a unit. They can only work with units built to use the packs and generally pack based units are not as efficient as purpose built units.

Power Robots:

Name for a series of U.S. Military power armors. These units are generally bulky but contain heavy firepower. Generally not a match for the larger and more powerful high bots.

Bar (Battle armored Robots):

These low intelligence robots are mass produced by the crazy scientist who is trying to conquer the world. The units are made up of a central worker robot drone with armor plates and weapons attached to it. Each unit contains an antigravity system for flight.

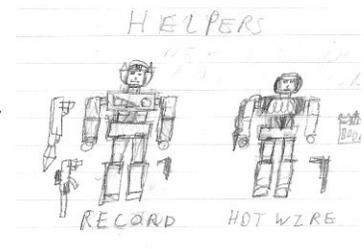
High Bots Characters:

Record:

A helper class high bot who has vast memory and data storage capacity. He is also one of the best programmers when it comes to High Bot minds. He was literally one of the first high bots constructed and has had his body and mind rebuilt and upgraded many times. He is methodical and does not take many uncalculated risk, but does all he can to support the High Bots. He acts coordinator and researcher for the high bots.

Hot Wire:

A helper class high bot who an expert mechanic and engineer. He is one of the first high bots and has redesigned himself to keep up with the current abilities of the newest high bots. He can be pretty hot headed and has been known to yell at high bots for damaging themselves in stupid ways. He enjoys either going out and racing or staying at base redesigning some mechanical piece of gear. He is the head designer on new high bot designs.



Turbo Thrust(Turbo Boost):

He is the current leader of the the high bots military arm. His vehicle mode is an advance jet fighter armed with missiles and laser cannon. His robot mode he has two arm mounted missiles and double barrel laser rifle. His robot mode is bright red with yellow highlights humanoid robot. He is generally calm and collected seeming to taking the worst news with calmness. This along with knowledge of the enemies and tactics makes him a good leader. This was not true in the past when he was seen calmed but was known for hot headed reactions. He is currently on his third body. He lost is first doing a stupid stunt that won a battle while his second was replaced when new technology became available.

Edward “Circuit” Red:

The scientist who created the first generation of high bots. He can be dedicated passionate leader who has one eye on the future while worrying about the present or be the absentminded professor when working on technology. He was the lead scientist and engineer for Advance Psuedotech when he first came up with the early Harmonic circuits. The tech made Psuedotech one of the richest companies in the world, but that change when record and hot wire came on line. The two machines were independent and could developed technology on the own. Edward started a new company High Level Robotics to help study the new technology. After the robot wars started Edward has focused on binning peace between High Bots and the rest of the world.

Assemblers (aka dumb bots)**BARS:**

These are mindless fighting robots produced by doctor Samuel Madman. They are a central robot that has weapons and armor attached to. Their AI's are primitive and can be easily tricked.

Cyclops-tron:

This is Doctor Madman's only attempt at producing a robot with an advance A.I. This robot is large bulky robot with one large eye on its head and has interchangeable arm mounts. The various arms include weapons, claws and normal hands. The machines personality is almost non-existent but Cyclops is good at making tactical decisions and reacting to events. It is also totally loyal to Doctor Madman and obeys any command without question.

Doctor Samuel Madman:

He once was a tall and handsome scientist working on development of the high bots. After an accident that made him need a life support system and robot suit to move around in, he lost his mind. The doctor is now out to conquer the world with his mass produced robots. Not only do the robots fight but can be used to create more of their own kind. He know walks around in a life support unit that looks like a space suit and plans to conquer the world. He laughs out load at random and changes his many schemes in middle of there execution. He is completely off his rocker.

Renegades (AKA Destructors) Characters**Proton-tron:**

Leader of the Renegades and not very nice person. He is a careful planner who enjoys watching his

enemies suffer. He has many plans that revolve around gaining enough raw materials to take over the robot war zone and make himself king. He currently does not want to rule the world but does have dreams of creating over powered high bots that will replace humanity on the face of the earth. He currently working with the Assemblers but has plans to remove Doctor Madman in the future. He was originally a hovercraft but had his body replaced by antigrav tank with a laser and particle beam turret cannons.

Black Terror Team:

This is a group of vehicles that can combined into a single giant attack robot. The major problem was that the renegades only had one brain module to control one body. The current set up is that each body is powered by a BAR AI system with Black Terror controlling one of the bodies. The vehicles that make up the body include jet fighter, monster truck, light tank and two motorcycles. Each is painted black with skull and crossbones. Black Terror is highly ambitions wanting to take control of the renegades but is to afraid to actually try to take over. Black Terror also talks like a pirate from a bad pirate movie and because of this is made fun of by the rest of the renegades. When combined into the giant form his intelligence drops to low levels but he can destroy large amount of property in a short time. Black Terror move his brain module between the different units so no one can be sure which unit is in charge.

Places of Interest:

Robot Warzone:

The general area where the largest amount of combat happens during the early High Bot wars. The area includes a good amount of the American south west and parts of Mexico. As the war goes on large factories built by the assemblers and High Bots basses pop up. When the decade of war ends this area gains some of the most advance technology on earth and is heavily rebuilt with futuristic cities.

The Factory:

This is the central command and building area for the Assemblers. It includes a huge central building that is several stories tall and sinks deep into the ground. Smaller buildings including defense basses surround the central building. Hundreds of un-armored bars work here building hundreds There are massive lasers, missile banks and many other weapon systems protecting this place from assault.

Central High Bot Command:

This is a many building base that serves as the central command of the high bots. The buildings include the original High Level Robotics building, High Bot Factory, Program central and military base. The basic structures very in design but are now generally armored and have heavy guns protecting each of them. The base also includes a U.S. Military buildings that are part to help coordinate between the Military and the High Bots.

Neo Tech City:

A new city built over a destroyed buildings of a small town. Rebuilt by the high bots the city has all latest technology including an experimental fusion reactor. This is also central city of Shadow Cyborgs constructing cyber gangs.

Road Center:

A high bot base that is surrounded by large amounts of roads. It acts as both test area for road based high bots but also place for these robots to cool down after heavy combat.

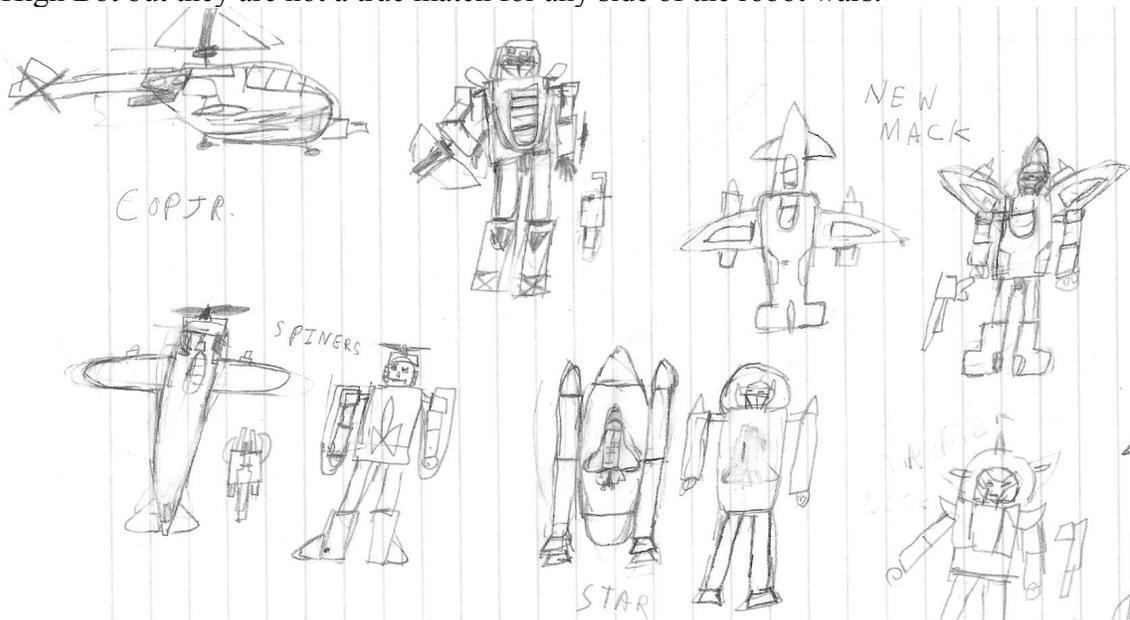
Secondary Character:

Lt. George Weston:

He is one of the armies lead Power Bot pilots. He started out just as a job but now wants to protect America from the heavy damage caused by the robot wars. He is good at small unit tactics and can think fast on his feet but he knows his group is no real match for renegades or the Assemblers. He is not to sure of the high bots but sees they are trying to help protect America.

PMR -4 PowerBot:

This is a heavy suit of power armor currently used by the U.S. military. The unit is powered by a gas turbine generator with battery back ups. The weapons include two hard points on the units shoulders, shot gun on left arm, and chain gun on right arm. When used is small squad tactics these units can take down a High Bot but they are not a true match for any side of the robot wars.



Story Line: Main High Bots

The early part of the story arc start with the construction of the high bots, the creation of the renegades and the eventual showing up of the assemblers. As the story progresses the US military shows up after the first major raid by the assemblers. The first contact between the High Bots and the US government was tough but did improve as time went on.

(These are story or demonstration of possible stories.)

Episode 1 “Busted Metal”

High Level robotics is getting to release their latest generation of robots when there is an explosion in one of the labs. After the explosion some high bots go out and start causing damage. The high bots go out to stop them.

Episode 3 “The Raid”

The renegades attack a high tech factory looking for parts. The high bots go to stop the units. At the same time the local police try to stop them. The high bots show up and must stop both the renegades and the prove they are the good guys.

Episode 4 “Close the BARs”

The first show up of early model BAR units. They take over a small town and the high bots show up to stop the units.

Episode 6 “Factory”

Doctor Samuel Madman opens a factory in a small town. Strange things start to happen around the city and the high bots are called in to stop them.

Episode 7 “Conspiracy”

A reporter goes out to show that there is a secret conspiracy between high bots, assemblers and US government. The reporter gets footage and goes out to prove himself. This does not end well for him.

Episode 9 “Mini War”

A group of us military ends up fighting the high bots because of a mistake. Will the two be able to get along when the renegades start their attack.

Season 2:

In this season things start to change all around. The renegades combined with the Assemblers while the US government starts working with the high bots. The first combiner teams show up and all sides gain new technology. The war also gets more destructive to the American south west.

Episode 14 “Best Friends”

It starts with the first squad of Power Robots to see service. This also shows the first action of dual Assemblers and Renegades team up. Cyclops-tron makes his first appearance.

Episode 17 “Vacation from Heck”:

A family is going on vacation when they are caught in the war. The high bots must protect the family as Black Terror makes his first appearance.

Season 3:

There is a split between the renegades and the Assemblers. The assemblers tactics get much more erratic and unpredictable but both the high bots and US military to handle. The power bots appear as part of the US military as many new military High Bots beginning to enter service. The renegades become known as destructors as they start destroying large amounts of areas. As the seasons come to an end the Assemblers are defeated and the destructors go into hiding.

As this is going on many cities start being rebuilt with advance technology. The technology starts filtering to the rest of the country improving everyone life. The Nasa gains antigrav space shuttles, cybernetics who up and many other advances. It is also the first time other countries start showing advance robotic technologies.

Miniseries: Gang Wars

A mist rouse figure is seen in Neo tech city. Many gang members start appearing with cybernetics and advance weapons. The police are not able to handle the new gang threat. High bots come in to help out. The major question is what is Shadow Cyborgs plan?

Miniseries: Gladiators

A small island in the pacific has been holding battles between robots. The destructors sell some captured high bots to fight in the arena. The high bots have to survive long enough to escape or contact some allies. The high bots win many battles and do send out a signal for help but black terror show up for a special match.

Arena Rules

Premise:

In the past there were wizards who fought each other in mystic constructions called arenas. In the arenas wizards could call forth monsters, cast devastating spells and blast each other. The effects in the arena had no effect in the real world. One wizard tried to change this but ended up sealing himself and arena magic away from humanity. The wizard has gone mad over the years and has been able to grant some humans arena magic. These humans have fought him or worked with him but have always been limited in number. The insane wizard has recently released all the arena magic back into earth. Now people all over the world have gained these magic abilities.

The magic has changed from its previous forms. New and strange effects have been seen all around the world. The standard arena magic user is now a teen who has discovered their powers by accident. The arena warriors channel their energy through objects or ideas to summon monsters and to create magic effects. The channels of power vary but include games, video games and even tattoos. Generally each arena mage can create one to three primary monsters. Each primary monster has defined abilities and powers which the mage cannot alter easily once created. Each wizard can also create a variety of attack and defense powers. These powers can look like animals or monsters or be weapons and gear to enhance the primary monsters. Each mage can also effect the look of an arena as it comes into existence.

One side effect of the new arena magic is some arena monsters gain intelligence and can exist outside the arena. Outside the arena they lose most of their powers and look less powerful but are mentally independent from their creators. The monsters must stay within a certain range of their creators to keep their powers. When away from their creators for too long they disappear until the next arena battle. The independent monsters range from mini-dragons to full humanoids. The monster independent nature has been known to cause problems for their arena mages.

Some arena mages show other strange forms of magic but they are rare. The insane wizard is still trying to free himself and uses many old time arena mages as servants. Other groups are trying to use arena magic to gain power. The characters are caught in the middle of all this action.

Glossary

Arena:

This is an artificial mini-world where wizards battle out. The look of the world depends on the place where the battle was started and the terrain type chosen by the wizards. The wizards or their created monsters do battle in this world until one is the winner. Generally any effect generated in the arena has little or no effect on the real world.

Wizard/Arena Wizard:

This is a person who has studied magic for years and has learned to access arena to do battle. They generally do not generate monsters but produce magic effects which they cast against each other. In the arena a wizard is surrounded by glowing circles with symbols attached to the circles. The symbols are how a wizard activates their powers. Wizards can detect arena mages from a distance but can hide

themselves from similar detection.

Arena Mage:

This is a person who can access arena power through instinct rather than through training. Their magic allows them to form monsters and create spells in the arena world. They can detect each other at close range and can summon an arena almost anywhere. Only the most experienced (or lucky) mages can hope to win against a wizard.

Free Monster:

This is a creature who can exist in the real world and has independent intelligence not based on their creators. The monsters are still linked to their creator but are not controlled like puppets like most monsters.

Characters:

Edward Christopher:

A teenager from an arena mage from America. He has brown hair and eyes and is pretty average looking. He is popular in school and has many friends but is very private about most of his life. At home he keeps to his room and does not play sports. He is also an excellent arena mage who has three free monsters linked to him. He does not go out looking for arena fights but has been known to finish the fights once he has started them. He currently is doing his best to protect his friends and family.

Steel Girl/Mary:

A robot free monster who looks like a human girl. In combat form she is gray metal in color who always has two laser swords ready to battle with. Each sword is housed in her forearms. In human form she has white skin, amber eyes with black/gray hair. She is generally friendly and polite but seems distant to most people who meet her. Her main enjoyment out of life is playing games of almost any kind. She has problems of having people play with her because she wins most games easily. She is linked to Edward Christopher. She spends her nights in the attic of Edward's family's house.

Fast Strike/Cat/Catherine:

Another of Edward's free monsters. She has a human form of a red-headed teenager while her arena form is a cat girl. She is out to enjoy life and is very independent. She never listens to Edward and goes out to do her own thing. She is quite mad at Edward for summoning her up as a cat girl. (It was an accident involving a "fusion spell" from Edward's favorite board game.) She does enjoy arena combat as a way to blow off steam and to test her natural dexterity and speed. She spends a large amount of time with Edward's little sister.

Princess Silver/Diana Silver:

A free monster based on a figure Edward had one in a contest. She is a human girl with blond hair and blue eyes. During arena combat she casts spells through a scepter or transforms the scepter into a sword. She always acts with courtesy and is soft-spoken but has strong opinions on right and wrong. She states her opinion on any plans she hears and this has made others mad at her in the past. She is always formal and lacks street smarts which puts her in harmful ways at times. At night she stays with Steel Girl. She and Edward seem to have the strongest bonds.

John Black:

Edward's friend and one of the most skilled arena wizards around. He seems small and is lightly built so many people underestimate him. He is on track team at school and is generally in second place during races at school. He has attracted many girl admirers but has not become close to any of them. He has no free monsters but can produce a powerful panther, wizard or lizard man during arena battles. He is generally quiet and does not brag and is known for being highly focused. He and Edward started arena battling at the same time but Edward generally stays away from the battles. John drags his friend into battle and is very good in those battles.

Lance Winter:

He is the main rival to John Black for being the local champion of arena combat. He seems obsessed with being best at everything he does. He is the champion of the school's racing team, dates the best girls and gets great grades in school. The one area he has not been able to dominate is the local arena combats. His main monsters include a giant dragon, a warrior and armored land octopus. He is generally straight forward attacking directly with his monsters. One of his major weaknesses in combat is he follows the rules of the game that inspired his arena combat techniques. Arena mages with more flexibility has a definite advantage over him.

Sword/Gel'ek:

A wizard who works for the insane wizard is looking for arena mages to work for him. He also is looking for strong mages whose power might help break his master's prison. He seems bored most of the time. Even though he has limited knowledge of the modern world he is not impressed by modern technology. He does enjoy finding good challenges among the mages. He also keeps out look out for rivals for his master in power over the world. He has worked a long time to stop anyone from challenging his master's future power.

Taylor Lizard:

A arena mage who leads a group of arena mages with strange powers. During arena battles the group transforms into lizard men with great power. Taylor is trying to lead the group to be able to use this power in the real world. He can be charismatic and highly skilled or be ruthless and highly dangerous. He has dark hair and wears dark clothing. Many times he can be seen with his pet boa constrictor.

Vision/Ted'anth:

He is a Wizard who opposes Sword and the Insane Wizard. He is quite skilled but is known for being a joker. He seems more of a friendly rival with Sword and seems to have a long history with the man. He wears current fashions and blends into the crowd quite well. What his exact goals are unknown.

Episodes:**Episode 1 "Games Come Alive"**

Opens with Edward and John getting into their first arena battles. It includes the first battle between John and Lance.

Episode 2 "Automated Girl"

Edward gets into an arena battle with a girl from his class. During the battle he uses an iron golem from his favorite board game. He activates an enhancement card when the Iron Golem transforms into

a robot girl. Edward wins but soon finds the robot girl does not disappear.

Episode 3 “Confused and Dazzled”

John and Edward try to figure what to do with Steel Girl/Mary. Edwards sister starts becoming suspicious of the situation.

Episode 4 “Friends Battle/ Cat out of the Bag”

John enters a contest with local arena mages. During the contest Edward and John get into a battle. John uses his panther while John uses a random figure. During the battle Catherine appears. After the battle Cat leaves in a bad mood and starts a whole lot of trouble that John and Edward has to stop. Cat gets to far from Edward and disappears but reappears when John and Edward practice against each other.

Episode 5 “Zero wins, Cats Dinner”

Edwards sister starts following him around after school. She is kidnapped by a crazy Arena mage who does not have a high opinion of girls. The crazy arena mage challenges Edward to a battle. Edward wins and lets Cat have some “fun” with the loser. Edwards sister now knows the Eds secrets.

Episode 6 “Winter's Bitter Cold”

Lance Winter sets up a challenge to John to a fight. Lance sets up an event in which John has no choice but to face the challenge. John wins the battle but it a complex and difficult match.

Episode 7 “Princess and Peril”

Edward enters a contest based on his favorite board game. He wins the contest and wins a female figure. He gets in an argument with one of the contestants and goes out on his own. He steps into an arena battle without either Cat or Mary. He wins the battle and summons forth Silver.

Episode 8 “Between Sword and Shield”

Edward and John are having a friendly arena battle when they are challenged by strange man. The two fight on the same side against the strange man but are defeated. The man introduces himself as sword and ask if they would like to join his groups. They decline but Edward sees that sword does not use any game cards.

Episode 9 “To Game or Not To Game”

John, Edward and Lance get invited to a tournament of Arena mages. The group must travel to another city and deal with restrictions on who they are allowed to bring along. Lance get himself into an arena battle during the trip while Edward wonders how to use his arena powers with out using any form of exterior aid.

Episode 10 “First Round, Strange battles”

The group is starts the first round of battles. Both John and Lance win easily while Edward causes quit a stir by using Mary/Steel Girl in the first battle.

Episode 11 “Crazy and Strips”

The first round continues while the group figures out what is happening. Cat derides go out and have some fun and gets herself in trouble. Edward is forced into an unscheduled battle using Cat. He has

only a few cards but still wins.

Episode 12 “Visions and Troubles”

John goes into a tough battle with a local arena champion. The group also see the first battle with the character of vision. Vision use of arena wizards inspires Edward to try an experiment.

Episode 13 “Princess Silver and Power of Symbols”

Edward is up for a match in the third round He is defeated but is able to enhance his “monsters” with out cards or other outside equipment.

Episode 14 “Another round, here we go again”

Lance and John both begin there next matches. Edward runs into Sword and has an interesting conversation.

Episode 15 “Lance Vrs. John”

Lance and John meet in battle in the forth round. Each does their best to beet the other in combat. While the battle is happening Edward overhears a conversation between Vision and Sword.

Episode 16 “Visions and Swords”

The two arena wizards battle out in an unofficial arena battle. Edward and his group watches the battle with interest.

Episode 17 “Lizards are not your friends”

John starts his fifth round match against Taylor Lizard. During the battle Taylor transforms and defeats John. Taylor invites John to join his group but John refuses. Taylor then attacks John with a hidden weapon.

Episode 18 “Mage's Power, Burning Day”

Edward quickly gets on the platform to stop Taylor from hurting John. Taylor fights Edward in an arena battle. Edward and Silver defeat Taylor using fire style magic. Edward with Cat's help gets Taylor say something about his group but Taylor escapes afterward,

Episode 19 “Now What?”

The gang gets back from the contest and decide to relax. This includes Silver and Edward going out on a date. Along the way they run into many troubles including an unexpected battle.

Episode 20 “Snake from below”

John is going doing fine at school tell trouble starts following him along. He discovers the trouble is being caused by Taylor. John and Taylor have a rematch. John defeats Taylor and chases the lizard boy away.

Episode 21 “Girl's night out”

Cat and Ed's sister go out for a night of fun. Taylor kidnaps Ed's sister and it is up to Cat to save the girl.

Episode 22 “Getting to know You”

Ed and John have had enough of the lizard group and go out to find out more. Along the way they are shadowed by sword. They have some difficulty and come face to face with some strange arena mages who they battle. They finally meet Taylor Lizard and the leader of the Lizard group.

Episode 23 “Lizards get Smashed”

Taylor and the Lizards challenge the group to battle. The group fights well but are outnumbered and outmanned. In the end they are saved by Sword, who shows off his skill as a wizard.

Episode 24 “History of the Arena”

Edward becomes more interested in the history of the arena power. He goes out and meets Vision in a bad part of town. He learns some history but is forced into a quick arena battle to stop some robbers. Ed is surprised when a strange arena mage uses some of his powers without

Episode 25 “Reality Changed”

Every arena mage notices some of their powers can now work outside the arena. The gang goes to find out what is happening. They run into Sword who is there to stop the group. Vision shows up and the battle becomes complicated. Ed, Ed's “monsters” and John get transported to the Insane Wizards prison.

Episode 26 “Insane Sanity”

John and Ed meet the crazed wizard and are forced into battle to stop him. Edward and his group is knocked out of the battle but John succeeds in winning. At the end of the battle John becomes the most powerful arena mage. Edward gains the powers of an Arena Wizard plus the ability to summon armor and weapons for himself during battles. The girls become independent entities but still have all their powers if they enter an arena battle. The world is safe, for now.

Commercial Break:

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School of Shadows

Premise:

Doctor Carter was known for strange ideas. One day he open up a school for “special” children so they could learn use their abilities. Doctor Carter believed in magic and psychic abilities and believed he could train people to use them. The school proved to be a joke and was shut down. There where rumors some of the students disappeared ,but this was never proven. Years later Doctor Carters young grandson came upon the old school and found strange pods in the basement. When the pods opened they released the missing students and awoken teachers that looked like monster from fairy tales. One of the teachers, who looked like a dark haired female human, tried to control Nicks mind but he proved hard to control. Nick escaped the school. Now the students from the school go out to do evil assignments for the teachers of the school. Nick is out to stop the school assignments. Nick has his grandfathers journal to help him, a young witch he freed from the schools control and Nicks psychic friend. Nick also has his grandfather, who is a raving nut stuck in an insane asylum. Can Nick and his friends stop the school? Will his parents ever believe this nutty story?

Characters:

Nick Carter:

He was a fairly typical kid. He grew up in a normal family with nothing happening, Now that he has found the School of Shadows he must go out and stop them from taking over the world. He is now in his early teens and still acts fairly normal. He goes to school, hangs out with friends, dates girls ect. He now also goes out and investigates and tries to stop the latest plans of the Shadow school. He becomes very serous during these times studying his grandfathers journal. He is tall, has brown hair and eyes, and wears T-shirt and jeans. He is immune to most forms of mind control and illusions and has pretty good reflexes.

Sage Smith:

A young psychic who ended up working with Nick against the school. He is generally laid back and does not worry about anything. When danger comes he gets a sense of it and seems know how to avoid it. He also has shown some ability with telekineses but this power doesn't always work. He has been Nicks friend for years and gets dark vibes from the school so he helps fight the school. (Of course the school of shadow does have some cure girls.)

Alexandra (Alex) Spring:

Young spell weaver who is really out of date. She was a member of Doctor Carter's original school she was put into stasis until released by having Nick find her pod. She was controlled by Shadow school for a while but Nick and Sage freed her. She is dedicated to stopping the School of Shadows and uses her limited magic talent to stop them. She is also curious and enjoys exploring the world around her. She also has only limited knowledge of the modern world and is doing her best to adjust to it. She wears a black and blue dress that is very dated in design.

Nancy Carter:

Nicks older sister and one of the few members of the family who knows of School of Shadow. She has kept quit and spends most of her time being a cheerleader. She helps Nick set up alibis for his activities and provides room for Alexandra to stay. She is a good person but does not have the powers

or knowledge to fight the evil school.

Doctor Carter:

Nicks grandfather, founder of magic schools, and great knowledge of the supernatural. He is also completely crazy and has been known to talk to riddles not to mention his invisible friend Ed. (No, Ed is not a ghost). Nick tries to use his grandfather as a source of information but it is really hard to get any information from the old man. Nicks father has become a debunker of the supernatural because of his fathers insanities.

Mistress Morgana:

Current head mistress of the school of shadows. She wears all black, has black hair with very pale skin. She is a master of magic and has great knowledge of the supernatural. She can control the minds of her students so she has no discipline problems from her students. The faculty are scared of her and do not cause any trouble either. Her plans are secret and many of the assignments she gives her students seem strange. The only sure thing is that she is evil and her plans cause trouble for all involved.

Teachers:

Pretty standard set of teachers, excluding the fact they are all evil monsters. Most teach the students magic or how to manipulate people. Many times one of the teachers will follow students out on assignments to supervise and provide backup if it is needed. Lets just say a troll makes a great body guard.

Students:

These growing creatures of evil where once students at Doctor Carter's school. Each are now controlled and being trained to become master wizards and psychics. Each student wares a black uniform that looks fifty years out of date. On assignment they are dangerous and highly focused. The student body is a mixture of boy and girls ranging from little kids through high school age. Nick tries to convert them back to good or at least uncontrolled.

Episodes:

Episode 1 “Back To School”:

Nick Carter starts exploring an old building the once belonged to his family. His friend Sage joins him in exploring the building. After running into some damaged areas and finding old school equipment they reach the basement. In the basement they finds Doctor Carter's journal and strange wood pods. The pods open to release students of School of Darkness.

Episode 2 “Detention”:

Nick and Sage are trapped in the school and must figure on how to escape. Along the way the two boys free Alexandra.

Episode 3 “Cheer on?”

Mistress Morgana sends out some of her students to stop the cheerleaders at a local school. Nancy Carter gets involved in the incident.

Episode 4 “Black Water”:

Some of the students from the School of Shadow start turning a local lake black. What is the plan with the water.

Episode 5 “Missing Pets”:

Many pets start going missing. Nick and friends trace the disappearances to one house. The school is trying to change the pets into monsters.

Episode 6 “Old Age”:

The school of shadows cast a spell that aging children in the town. The gang must reverse this aging.

Episode 7 “See true, See false”:

A fake psychic come to the town. As time passes his powers seem to start being real. Is the school of shadows behind it?

Episode 8 “Dream a little dream”

Nightmares start effecting most people in the town. As this is happening Hurc Muscle is visiting a cousin of his in town. This is a bright dream crossover epeisode.

Episode 9 “Cards Reshuffled”:

A new card game comes to town all the kids start playing. The school of shadow uses magic to modify the game. Every time someone wins the game mini monsters are created. The gang must stop the evil version of the game using the safe role playing games.

Episode 10 “Ancient Symbol”

Using the journal Nick finds something he thinks can help stop the school. The school of shadows tries to stop them.

Episode 11 “New Blood”:

The school targets a young psychic to join the school. The group goes out to protect the young psychic from the school. A number of students escape the control of the school of shadows.

Episode 12 “Dark Times”:

The school of shadow is quit for over a month and Nick is getting worried. Nick visits his grandfather which proves nearly useless excluding his talk about some mummy. There is an incan mummy in a local museum.

Episode 13 “End or beginning of shadows”

Nick and his group go out to end the school of shadows. Using information gained from the episodes “Ancient Symbol” and “Dark Times” the group go to stop the school. As the episode ends most of the students a freed and many teachers are banished. Mistress Morgana opens a portal to another world and takes some of her most willing students through the gateway.

Back Story:

After John Doe productions completed Bright Dreams they where looking for a new production. One that came up was by Susan Jackson and became the prototype for School of Shadows. The show had many changes made by the network but the show made it one the air. The show did fairly well in the

ratings but it was far from the top. One thing that caught John Doe of guard was the reaction by many groups to the show. The parents groups complained about the use of witchcraft, magic and violence in the show. (The show was not the violent when compared to many shows.) Some neo pagan groups complained about their religions being shown in a bad light. This controversy helped the shows ratings but the show only lasted one season. A few years later John Doe let a small comic book company make comics based on the stories but it died quickly after selling only a few issues.

Voyage Between

Premise:

In another universe a teenager named Red is caught in an ancient memory that has haunted her family through the centuries. On her home planet not only do people have memories but locations and families can have memories. It is possible for people to get locked in these memories and have to play them out. Red was walking to become food for a werewolf who lived in an old house. Somehow she escaped and found herself on another planet. She discovered she had been given a jewel that would allow her to travel to other planets while she stepped. The catch was she would have no control over where she would end up.

As her travels started she met many new friends along the way. One was a young girl from the planet Water who was originally to be sacrificed to a great sea monster. This girl became a little sister to Red. Another friend who joined Red on her travel was Tech Boy. A teenage boy who had great knowledge and dreams of exploring the universe. The three now travel world to world encountering many strange people and worlds. Who will they meet next and is there a greater purpose to their journeys.

About Systems:

In this universe every planetary system is made up of four planets that revolve around each other. The planets come in many different forms and types ranging from earth-like to planets of water or gas. One planet in the system acts as a light source but this does vary from system to system. Many systems follow a theme like the classic elements or on the human mind. The very shape of the planets ranges from the common sphere to discs and many other possible shapes.

Systems and Planets:

Planet: Memory

System: Mind

This looks like a standard earth-based planet. The planet is unusual in the fact that it stores a large amount of memories in physical locations all around the planet. These stored memories can be awakened by family members of people who originally experienced them. Memories have also been replayed many times and these events are an accepted part of life. When off-planet humans from this world can sense strong emotions linked to an area.

Planet: Sight

System: Mind

The upper atmosphere of this planet glows providing light for the mind system. The planet is inhabited but it is covered in a bright glow that has been known to blind people. The humans on this planet are not affected by this glow and say their planet is one of the most beautiful in the universe. It is covered by forest and spectacular mountain ranges. The planet is also covered with multi-colored plants and animals and is generally a nice place to live.

Planet: Water

System: Elements

This planetary sphere is made up of all water with bubbles containing land and air. Many species live in

this world including mer-people and humans who can drink water. The planets government is at tribe level and known for being primitive in both technology and magic.

Planet: Fire

System: Elements

This fire covered planet is the main source of light and heat for the system. It does contain magic using creatures of fire or creatures that can survive in great heat. Excluding one magic port this planet is unlivable to standard life forms.

Planet: Earth (not our earth)

System: Elements

The planets surface does not contain life but is covered in valuable minerals and metals. The planet has many natural and artificial caves that support life. These caves provide with fresh air through magic and some forms of plant life. The planet has many small countries and has no form of united government.

Planet: Knowledge

System: Construct

This planet circles the large air planet tornado. This planet is small and has a cold climate that makes it unpopular place to visit. The inhabitants of this planet mostly study and are known to have great memories. The planet has great libraries that are maintained with almost religious vigor.

Planet: Maze

System: Medieval

This planet is covered in a huge maze that goes deep into the planet. No one knows who constructed the maze, but the planet is now has many uses. The main ones are currently as a prison and a burial ground for the dead. It is a place few go except if they are known to be strange.

Technology Notes:

The technology in the universe is high variable. Some planets rely on magic or natural abilities over technology. Many planets have developed technology that includes cars, computers and similar items. Of technology planets the most common power source is solar or fire stones. Firestone can absorb heat of fire then convert that power later into electric energy.

Space travel is possible and comes in both mystic and technological forms. Many systems provide short range craft that are used as transports. For longer voyages a faster than light travel system pushes the ship slightly into another dimension that allows for faster the light travel. There also some magic artifacts that allow for other forms of inter-system travel.

Characters:

Red:

A teenage girl from the planet memory. She is generally friendly with people and polite but has a strong sense of right and wrong.. She will speak her mind and has been known to get in trouble for this. She also has a feeling she is searching for something but she is not sure what it is. She has the ability to sense strong emotions that fill an area because of past events. She also seems to have almost

ability to sense danger to her or her friends. She wears a red cloak and with red blouse and shorts under the cloak. She has red hair and green eyes. She also wears a green jewel that allows her to move between worlds.

Tech Bow:

A teenage boy from the planet of knowledge. He is generally very serious and seeming to be somewhat distant to other people. His main joy in life is exploring and being able to use the knowledge that he gains. His explorations does include going out and trying new experiences. He is also very protective of his friends. When Red lands on his home planet he decides to join her in exploring the universe. He has an excellent memory and seems able to understand any machine with minutes of studying a machine. He wears simple brown tunic, heavy pants and boots with dark brown jacket. He has brown hair and eyes and looks quit ordinary. He generally carries a crossbow that can fire standard bolts or special crystals that can stun or freeze a person.

Sea Spray:

A young girl from the planet water. She is outgoing and fun loving. She enjoys bringing smiles to everyone she meets. She is also quite high energy enjoying the ability to play and talk for hours. She has come to look on Red and Tech Bow as her older siblings. She can breathe on land or water and enjoys spending time in water. She wears a simple green tunic and dress most of the time. She has green hair with bright blue eyes. She was rescued from a sea monster by Red and joined on her journeys through out space,

Captain Scot Tanner:

A starship captain from an unnamed system. He projects confidence and seems to have endless knowledge about many different worlds in space. He seems not to care about people on the planets he visits only his and his crews well being. When he meets the 3 planet wondering kids he helps them and starts to show more care to people around him. He wears a black body suit with blue vest and heavy belt. He has dark hair and skin. His ship is a mix of triangles and spheres with big engines and magic FTL system.

Most other characters only show up for one episode or are background characters.

Episode:

Episode 1 “Broken Memory”

Red is living on the planet Memory and has a fairly hard life. She ends up in memory but somehow escapes and lands on the planet sight. On sight she is given a jewel that will allow her to travel between worlds.

Episode 2 “Water Monster”

Red awakens on the planet of water. While on the planet she meets Sea Spray. She discovers that Sea Spray is going to be sacrificed by her village to a Sea Monster. Red tries to convince the people not to sacrifice sea spray but ends up taking the girl on her journey.

Episode 3 “Tech Lost and Gained”

Red and Sea Spray wake up on a cold field. They are rescued from freezing to death by Tech Bow who takes them into his home. Tech leads the girls through out his world. The girls are blamed for

steeling. Tech Bow proves they are innocent and then joins the girls on their journey.

Episode 4 “Noble Gamble”

The group lands on to a small Island of an unknown planet. The group meets a group of young boys. It ends up that one of the boys is a noble who must prove his worth to gain his title. The groups decided to help the boy.

Episode 5 “Treasure Hunt”

The group lands on Maze. The group helps look for a rare treasure but soon discover that Maze has unseen dangers.

Episode 6 “Shore to Ship”

The group lands on the planet Aqua Blue. Sea Spray goes out to play but gets in trouble and is rescued by Scot Tanner. Tanner is working on some important deals but is having problems. The group helps out and Tanner offers to fly them to next destination, planet Earth.

Episode 7 “Boat Along”

On the voyage to earth mysterious accidents start to happen. The group helps solve the problem.

Episode 8 “Deep Caves”

The kids start exploring the cave system. They find an old man and a child who are trying to prove an invention of the old man works. The group helps the old man.

Episode 9 “Blue Water”

The group lands on water and soon finds that war is brewing a tribe of humans and some mer-people. Can the group help solve this desperate problems.

Episode 10 “Mansion of Darkness”

The group lands in a spooky area. They find an old mansion and strange events start to happen. Is the mansion haunted.

Episode 11 “Memory Lost”

The group lands on memory and soon discover people caught up in a dark memory. Can the group stop the memory before in hurts someone. Also some secrets about reds past is revealed.

Episode 12 “Lost and Found”

The group lands onto a planet with highly crowded cities and great technology. As the group explores the city the travel gem is stolen. Will the group be able to find it again.

Episode “Tomb and Prophecies”

The group lands again on maze. They end up helping an archaeologist who is exploring an old tomb. After getting past traps and the monsters that roam the land they find the tomb. The group soon discovers there is a prophecy dealing with three travelers who will help change many worlds. A romance is also developing between Tech Bow and Red.

Back Story

John Doe productions had just finished producing the series “Bright Dreams” and needed a new show to be produced. Edward Scott Tanner had recently bought the rights to an unfinished novel and proposed they use it as a bases for a new series. The novel was used as inspiration but was highly change and became the bases for Voyages Between. The network that carried the show ask for many changes that were that Mr. Tanner did not like but had to go with. The show was a moderate success so the company used produced two more seasons. The show actually won some awards for producing a positive message for kids.

The second season of the show ran into problems with the network because Scott came up with a story arch for the whole season. The network thought it was to risky so the story arch was split into two seasons with many filler episodes similar to the one produced for the first season. After the show ended John Doe made money of video tape sales. The show didn't generate a huge following and was soon forgotten as just another kids show.