

CBS NETWORK

SATURDAYS

11 A. M.

ARIZONA

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ARK II

AND SO IT CAME TO PASS...

The world population had tripled to nine billion. The fragile balloon that had sustained it finally burst...

The waste that had so continually been pumped into the waters of the earth were now merely that for the sea had become devoid of life...

The land had been raped. It's plant life had been consumed faster than it could reproduce by not only the overpopulated human world but by animal life as well. Roughly estimated at one tenth the mass of plant life, the animals themselves increased their population to over two fifths of what nature could produce and starvation subsequently followed.

Great draughts had left deserts where green valleys had once existed and the polluted irrigation ditches poisoned what was left of the earth already scorched by senseless fires.

The air brought it's own bacteriological warfare to bare upon the peoples of the earth and there were more casualties and deaths among the living creatures of the earth than the combined casualties of each and every war since the beginning of man.

As once before with Noah, the End was upon us. And, as once before there came into being, another ark---

BACKSTORY

A little less than one hundred years ago when disaster, looking for a place to happen, settled down upon the earth, JONAH STEEL, a scientist of much consequence took his family and a small community of other scientists and their families down into the bowels of the earth and into a survival shelter he had prepared for such an occasion.

There, they waited for the day the earth above could once more become habitable. While they waited, with limited tools and equipment they managed to survive and plan and prepare for the future. As their families grew and the elders passed on completing their normal life span, time continued to pass. The survivors were not without their own limitations nor was illness and disease strangers to them. Their lot dwindled in number. Their heirs picked up where they left off and the number grew smaller, the hopes for tomorrow grew larger each and every day. Then, the time came. Amos, the elder of the survivors and their leader proclaimed it was time for some of the younger members to go forth and begin again. The young man chosen to head the expedition was the great, great grandson of the man who had brought them here, and so it was fitting that his namesake be the man to lead them out.

THE MISSION

The mission was to search and assist any others who might have survived the catastrophe man had brought upon himself. Eventually, the hope was to begin rebuilding civilization, one that would not make the same mistakes again.

THE PILGRIMS

The first chosen was, of course, young JONAH STEEL. Hardly in his twenties, he was already a brilliant scientist and had all the courage, convictions and dedication necessary to a leader of such an expedition. Fair minded, reliable, possessing a good nature and an optimistic point of view, he was surely to be liked and respected by the other young people who would accompany him.

RUTH is an American Indian by birth and this young, beautiful woman is quite possibly the only surviving member of what was then a dwindling race. Bright, sensitive with a quick and rather sharp sense of humor which she is quick to inject at a moments notice, Ruth also bears a great and natural love for all of God's dumb creatures. A qualified vet (by the book at least for she had few actual live animals to study), her responsibility will be locating, studying and aiding whatever wildlife might still abound on the face of the earth.

Last but by no means least although he is the smallest and the youngest of the team is SAMUEL, a thirteen year old lad of Mexican descent. With a photographic memory and a computer (not literally) for a brain, he is a mental giant and is the crew's historian. He is as mischievous as he is brilliant with a barbed wit and a penchant for practical jokes.

Accompanying this trio is a unique personality, he is Adam, the talking chimp.

THE ARK

It serves as their main mode of transportation, their living quarters, their laboratory, hospital, communications room (to keep them in touch with the Shelter) and warehouse for all of the supplies necessary for the expedition.

As the ark is somewhat cumbersome and cannot always maneuver itself through certain terrain, ARK TWO is brought into play, Ark Two being a plastic airtight domed jeep that is used for foraging when anyone or number of the team must leave Home Base. The Ark Two carries oxygen and limited supplies, the Home Base being the storage house for most of their needs.

Both vehicles run on hydro-power, a system that converts water into hydrogen as its main source of power. The same system services the heating and air-conditioning of the Home Base, also providing light and power for their electrical equipment.

SUPPLIES

Oxygen producing equipment.
Air purifiers.
Water purifiers.
Air Pollution testing units.
Soil testing units.
Radio sending and receiving transmitters.
Radio activity geiger counters.
Artificial food producing units.
Medical supplies.
Laboratory equipment.
Walkie-talkie units.
Weapons (Chemical stun-guns)

CLOTHING

Safe-wear (clothing permissible when not in contaminated areas)
Contamination suits and helmets when in contaminated areas.
Wet suits for underwater explorations (including contamination
bubble-helmets)

THE WORLD - 2176

Some of the world cities still stand although most are ghostly monuments to the past glories that once was man's. In many places, time and weather has erroded and giant edifices have long since been reduced to rubble.

Away from the cities, the countryside is generally barren with little of the gift so generously given by Mother Nature there to testify to what once was.

There are no nations. No goverments as we know them. There is no society or establishment. There are just:-

THE CAVE DWELLERS. Peaceful enough people much like those who exsisted when life first began on earth. Some still speak and a few can still read but they are small in number for education has ceased to exsist and only a cherished few were fortunate enough to recieve any at all. The Cave Dwellers are just as their names imply, cave dwellers, living in caves and old ruins, hunting for their daily ration and living off the sparse animal and birdlife that has managed to survive. The Cave Dwellers are the closest to family life or community living and in time could become the beginning of new civilizations.

THE SCAVENGERS are also just what their names imply for they live off of anyone and anything they can find,beg,steal. They are the dredges who will not even hunt but wait for others to do it for them them they attack and plunder, taking whatever they can and fleeing.

THE FLIES are the wild, uneducated and orphaned children, living and roaming in bands much like the Scavengers. They know no discipline but are completely wild and unruly.

THE LORDS are those few who have become feudal barons, grabbing whatever livable land there might be then forcing their victims into slavery to do their bidding. The most trusted of the slaves become SOLDIERS but they are not to be trusted for the times dictate the policy--every man for himself.

This then is the world into which ventures Jonah's Ark in the hope of rekindling the spark of civilization and once more building a better world to live in.

STORIES OF THE NEW WORLD

No matter how many times civilization may begin again, its problems are inherent; ignorance, fear, superstition, bigotry are but a mere sampling. There is the constant struggle for survival against famine, weather, natural disasters and those man will create of his own making. These will abound on the course set by Jonah's Ark.

As in times before there will be those who will be curious and wish to seek answers while there will be others who prefer to remain in the dark.

There will be those who will seek to lead, some with good intentions, others with only evil and selfish thoughts.

There will be those who wish peace and those who thrive on war.

There will be those who wish to learn and those who fear change.

It is only natural ---- It is The Beginning!

1. Because of the scarcity of food, all aged, infirmed non-productive members of a tribe are to be sent away from the village to perish on their own.

The Scouts protest to the tribal leader and his council but their words fall upon deaf ears. The the young son of the tribal leader meets with an accident. Sarah operates on the boy and saves his life but he still will remain with certain physical handicaps. The Council demands that the Lord's offspring face the same rules and ordered for the other villagers.

The Scouts resolve the problem by finding a way for all those 'non-productive people to produce in one way or another and in doing so, the village prospers. The aged and disabled are spared and the Scouts have succeeded in aiding civilization to take another forward step.

2. The bully leader of a band of Flies (wild children) forces one of the Flies to run rather than face up to the bully. The Scouts come across the wild boy, half starved and frozen. They take care of him and both Sarah and Ruth begin to teach the the boy in addition to giving him love and friendship, none of which he has ever known before.

Samuel becomes separated from the group and in attempting to find his way back to home base, he is captured by the band of Flies. The Wild One who has also been befriended by Samuel goes in search of him and discovers he is being held prisoner of the Flies and the bully leader. At first, the boy is afraid and returns to the Scouts saying he could not find Samuel. But the lessons he has learned from the Scouts causes his conscience to take over and he gathers his courage and returns to the Flies camp to rescue Samuel. The not-so-wild boy now, he stands up to the bully who finally backs down and not only is Samuel saved but the Flies have a new leader who intends to see that they learn what he has learned.

3. When an epidemic strikes a small village of cave dwellers, the Feudal Lord who controls the area orders the extermination of the cave and its dwellers before the epidemic can spread. The Scouts diagnose the disease as malaria but unable to provide the proper medication plead for a quarantine while they search for a way of combatting the illness. The Lord finally consents to a limited time and should the Scouts not find a cure, all will have to perish. As the Scouts attempt to find a solution, Samuel heads south in search of a cinchona tree, the bark of which is the base for quinine. The Medicine Man of the Lord, realizes that should the Scouts find a cure where he has failed will surely bring about his downfall attempts to prevent the success of the mission but in the end, Samuel manages to find the bark and return with it. The quinine is prepared and administered and the village is spared. The Medicine Man is removed from office in favor of a new one who intends to learn all he can from one of the Scouts old medical books and the promise of modern medicine takes hold as the Scouts continue on their journey.

4. A young man who envisions man can fly is sentenced to the salt pits because he is considered insane. Aided by the Scouts, he manages to build a glider and in the air spots a possible danger to the village. In saving the village from disaster, the young man becomes a hero, and is permitted to remain free to work on whatever 'crazy ideas' he may further envision.

5. When A War Lord uncovers an ancient cache of military equipment and arms, he envisions himself Emperor of the World. The Scouts must prevent the use of these weapons and destroy them lest the new civilization begin once again to destroy itself.

6. The Scouts come across an ancient library dating back to 1980. The library however is guarded by soldiers of a Lord who fears what might happen should the people ever read the books for the Lord knows how civilization destroyed itself once before and should the people learn too much then they might do the same again. The Scouts insist that knowledge can be used for good as well as for evil. It is up to the people as to how they use what they learn.
A situation arises in which the only possible resolution can come from one of the books inside the library and the Scouts must convince the Lord to permit them to locate the proper book. They finally convince the Lord and through the use of the materia save the day. The Lord reconsiders his rule and opens the library to the people so that they may learn of the past and prepare for a better future.

7. The Scouts come across a band of Flies (wild children) and bring them to a village where they implore the villagers to adopt the children. The villagers refuse and only after the children aid the scouts in saving the village do the people reconsider and take the children into their homes.