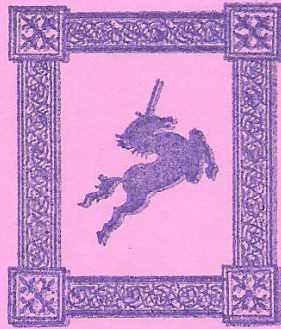




THE
Jewel Riders
ARCHIVE



ENCHANTED JEWEL RIDERS



SHOW BIBLE

11/5/94

*WORK IN PROGRESS
FOR INTERNAL MEETINGS ONLY*

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SHOW BIBLE

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1) BACKSTORY

When the great and wise wizard, Merlin, found the secret hidden lands called Avalon, he discovered a place full of untamed "wild" magic. Merlin knew that if he could harness and bind the wild magic to goodness, he could create a wondrous and beautiful place where humans and animals could work and live in harmony.

The wild magic swirled throughout the lands of Avalon uncontrolled. Merlin discovered that over time, pockets of this wild magic became compressed, like carbon turning into diamonds, and formed into powerful stones, gems, and crystals. These "Enchanted Jewels" could be tuned to use wild magic. Some Enchanted Jewels created a magical bond between young people and animals allowing them to work and live together as best friends. Other stones were tied deeper into the lands.

Merlin first located the most magical spot in the kingdom and upon this heart of magic he built The Crystal Palace. Like an enormous Enchanted Jewel, The Crystal Palace resonated with the goodness of Merlin's magic and became the center of the capital city called New Camelot. As goodness radiated outward from the Crystal Palace, the city of New Camelot grew, and soon, many towns, villages, and farms also grew and prospered.

Merlin divided the lands of Avalon into seven sections separated by natural boundaries. For each area, Merlin found an Enchanted Jewel that was tied deep into the fabric of the land. He placed these stones in a jewel box and magically bound them together. These were called the Seven Stones of the Kingdom, the very source of Merlin's power to hold the kingdom together with the power of good.

Once the wild magic became stabilized, Merlin grew magical Travel Trees and placed them in each of the seven regions. Travel Trees are usually grouped in rings creating places to enter the invisible network of wild magic. Whoever wields an Enchanted Jewel can ask permission from these mighty trees to ride the rivers of wild magic, transporting them to a Travel Tree ring elsewhere in the kingdom.

Merlin knew the wondrous animals of Avalon to be intelligent, loyal, and noble creatures. He knew of their kindness, generosity and great love for humans. Merlin found special Enchanted Jewels which he assigned to teenagers and

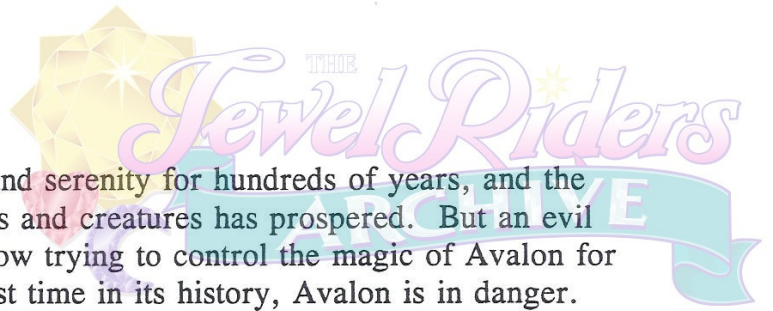
magical animals. These Enchanted Jewels allowed them to communicate, and to live and work together as best friends. Under the tutelage of Merlin, each animal/human team learned to tune their jewel to their own attributes and strengths, making the power of the jewel uniquely their own.

Merlin taught the young people and their animal friends to use their Enchanted Jewels and become "Jewel Riders," an elite team of protectors to ride the wild magic and monitor the lands.

For many generations, young people and animals have felt the wonder and joy of receiving an Enchanted Jewel in the revered ceremony known as The Friendship Ring. A youngster, usually between the ages of 12 to 18, is eligible to receive an Enchanted Jewel. The boys normally always bond with the giant wolves and join the Pack, Knight Protectors of The Crystal Palace. The girls bond with uniquely different magnificent creatures. Merlin decides which lucky youngster is ready to bond with an animal. The decision is made by matching the properties of the Enchanted Jewel with the particular attributes of the child.

The animal and child that resonate the strongest light and sound from the Enchanted Jewel is the chosen pair. Those attending The Friendship Ring ceremony in the Enchanted Gardens of the Crystal Palace, sing the song of friendship and the Jewel magically separates into two halves. One half is worn by the youngster, the other half is worn by the animal. The Jewels resonate with a warm light that reflects the shared feelings of the animal and youngster, allowing them to communicate telepathically. The child becomes responsible for the care and grooming of the animal and the animal provides strength, loyalty and constant emotional support for its human friend, becoming their inner conscience and "guardian angel." Their loyalty to one another becomes strong and pure, their friendship so close they can feel what each other is thinking without even talking.

When the teens reach adulthood, between the ages of 21 - 25, they have become so attuned to their animal companion, they don't need the Enchanted Jewel anymore. The bond remains as they are now true friends forever. Both halves reconnect to form a whole Jewel once again and it is handed to a new lucky youngster and animal team in The Friendship Ring. In this way Avalon stays perfectly in balance. The power of the Enchanted Jewels is in the hands of the youngsters and their animal friends because it is the spirit of youth and the recognition of love and friendship that resonates through the Enchanted Jewels to keep Avalon strong and good.



Avalon has been a place of peace and serenity for hundreds of years, and the kingdom with all its diverse peoples and creatures has prospered. But an evil force is growing in power and is now trying to control the magic of Avalon for its own dark purposes. For the first time in its history, Avalon is in danger.

A new generation of youngsters and their animal friends are about to face a great challenge as they use their Enchanted Jewels on a quest to preserve the goodness. They are about to ride into an adventure beyond their wildest dreams.

2) CURRENT STORY

As a teenager, the Queen of Avalon, Queen Angelene, received a powerful Enchanted Jewel called the Sun Stone allowing her to bond with the white tiger Wintermane. Together they forged a bond that gave Angelene the strength, wisdom, and maturity to become Queen. Ever since that event, Angelene's spiteful sister, Princess Kale, felt cheated. Kale always felt that it was her destiny to receive the Sun Stone. It should be Queen Kale ruling Avalon, not her sweet sister. And it's all Merlin's fault. Although Kale studied the magic very hard as a child, she was denied everything she ever wanted, the power of the Sun Stone, and the right to rule. Now the time for revenge is at hand.

Kale has discovered a new Enchanted Jewel of great power known as the Dark Stone, and her plans for the domination of Avalon have begun to form. With this Dark Stone, she is learning to use the wild magic, twisting it to her evil designs. In her quest for greater power, she has vowed to destroy Merlin and acquire his Seven Stones of the Kingdom. Kale would use these mighty Stones to rule Avalon forever.

With the power of her Dark Stone, Kale lures Merlin into a trap, sending the wizard hurtling into the hidden rivers of wild magic, to be trapped forever entangled in its swirling chaos. But Kale underestimated Merlin's abilities. Forcing open the Jewel Box, the Dark Stone destroyed the magic bond holding the Seven Stones together. Free from Merlin's magical bond, the Seven Stones eluded the grasp of Kale and were transported back to the lands from where they came. As the stones disappeared, the wild magic, unable to be held together by the forces of good, has become unstable and dangerous. Only by finding the lost jewels and replacing them in the Jewel Box can Avalon be made whole once again, and only then can Merlin be safely returned home.

Merlin, now trapped within the wild magic, has instructed his best students, three teenage girls and their animal friends, that they must use their newly received Enchanted Jewels to save the kingdom. They are to be the champions of Avalon, who have come together at a time when the magical kingdom needs them most.

Princess Guinevere has bonded with a magnificent golden winged unicorn named Amber. They wear the golden Sun Stone, handed down from her mother, Queen Angelene. The Sun Stone uses the power of the sun to create a

brilliant rainbow, each color representing a different power (*see Magic Power Decoding Chart*). Alexandra, a natural athlete and skilled outdoorsperson has bonded with a fantastic unicorn named Moonglow. They wear the sparkling, diamond dusted Moon Stone, using the power of the moon to create illusions. Melody, a musician and songwriter, has been given the ruby red Heart Stone, the stone of healing. This Jewel enables Melody to talk to all animals, like Merlin, and to look into a young animal's heart and sense their potential for bonding with a young human. Working with them is the handsome Shawn and his mighty silver-blue wolf, Thunder. Shawn is the Leader of the Pack, the wolf-riding Knight Protectors of The Crystal Palace, who wear Forest Stones, giving them the strength of the mighty trees to work as a team.

Our young heroes will use the powers of their Enchanted Jewels to ride the wild magic on a noble and great quest. They must find the lost Seven Stones of the Kingdom before Kale can find them first. As each lost Stone is found and replaced in the Jewel Box, the magic power is strong enough for Merlin to briefly reveal himself, offering words of advice and guidance to the youngsters. The more lost Stones that are found and brought to The Jewel Keep in The Crystal Palace, the more Avalon can resonate with the power of good. If all Seven Stones are found and replaced in the Jewel Box, Merlin can be transported out of the wild magic, fully restored, and brought back home.

This is the first time in Avalon's history that the kingdom is under the threat of such an evil power. The wild magic is out of control and the outlaw Princess Kale is determined to command it. Without Merlin to teach the youngsters how to use the powers of their Enchanted Jewels, the youngsters are on their own. Now that the wild magic is no longer controlled by the Seven Stones, riding it via the Travel Trees will be tricky and dangerous. Even King Jared and Queen Angelene can offer little words of advice because they have never used the Enchanted Jewels to battle such evil. The power of magic is in the hands of the youngsters and their animal best friends. They must rise to the occasion to become true heroes.

Princess Guinevere and Amber, Alexandra and Moonglow, and Melody and her baby animals are the best of friends, ready to work together with Shawn, Thunder, and the Pack to become "Enchanted Jewel Riders." Their quest is to rescue their beloved teacher, Merlin, protect the good people and animals of Avalon, and ride the wild magic to save the Kingdom.

3) WILD MAGIC

Wild Magic exists everywhere in Avalon. Like rivers of invisible electrical currents, the wild magic flows, roiling and twisting through cosmic astral planes and different physical dimensions.

When wild magic is used by the Enchanted Jewels, it can become a powerful source of energy. The Enchanted Jewel focuses and channels the magic to create different powers, depending on the jewel, and the person/animal team using it. The magic power used relates to the color emanating from the jewel. Each human/animal team can create different twists to the power because every team has inherently uniquely different personalities and empathic abilities.

Like a transporter beam, the wild magic can also be used to transfer humans and animals from one point of the kingdom to another. Merlin mapped a network of wild magic and created Travel Trees, magical rings of trees that act as transfer stations. When an Enchanted Jewel is used inside a ring of Travel Trees, the trees emit a shining light. Anyone caught in this beam of light can enter and ride the wild magic. You must first ask politely for the trees to take you to your desired destination.

Now that the Seven Stones of the Kingdom are no longer holding the network of wild magic under control, navigating it will be tricky and sometimes dangerous. To deal with the unpredictable nature of the wild magic, protective clothing and equipment will be necessary for the Enchanted Jewel Riders on their fantastic journeys through the astral planes of the magical networks.

Visually, wild magic looks like a 3-dimensional, multi-colored, flowing river, that bends and warps around the rider like a coiling tunnel. It can be tame and easy to ride, (like crossing a brook) or it can be dangerous and turbulent (like riding the rapids in a barrel).

Skill, experience, courage, and concentration are required to ride the wild magic successfully.

a) WILD MAGIC POWER DECODING CHART

Magical abilities are related to the color of power that shines from the Enchanted Jewel. The golds and whites are the "beauty energies," used to make things beautiful. The blues relate to powers of illusion. The greens relate to growing and changing things. The red scale is used for healing abilities.

Combinations of colors result in different variations of power.

The following chart matches a magic power with a color. It can be used for decoding basic magic powers. Combinations of color, a unique combination of child and animal, and intense use of the wild magic can add twists and variations not shown.

(chart to be added)



4) ENCHANTED JEWELS

a) The Seven Stones Of The Kingdom

The Seven Stones of the Kingdom each come from a different geographic region of Avalon. They cannot be used to channel wild magic, like the Enchanted Jewels used by the young people and animals. The Seven Stones work on a different scale. They are tied into the fabric of the land itself, capable of controlling large areas of wild magic and turning it to goodness or to darkness.

Merlin found and magically linked the Seven Stones inside a special Jewel Box, binding the kingdom together with the strength of goodness.

When the outlaw Princess Kale used her Dark Stone to force open Merlin's Jewel Box, the magical bond holding the Seven Stones of the Kingdom together was broken. The Seven Stones scattered and returned to the lands from where they came. Without the Jewel Box to bind the wild magic to goodness, the wild magic has begun to flow out of control. Wild Magic outbreaks have been reported all over the kingdom. Towns have become immersed in pink fog or have disappeared from view. Other areas are full of strange, and sometimes dangerous, magical creatures. Sections of land have become transformed, volcanos are spouting bubbles, and mountains have been turned into crystalline sculptures.

The Travel Tree rings are still in place but with the wild magic so unstable, it has become very tricky and dangerous to ride.

The Seven Stones must be found and replaced in the Jewel Box. If Kale gets them first, she will be able to control the forces of magic and permanently turn the lands dark and cold. Worse still, the outlaw Princess will be able to control Merlin himself, who is trapped within the flowing rivers of wild magic.

The longer it takes our youngsters to find the Seven Stones and replace them in the Jewel Box, the more the chaos of wild magic will spread across the lands, and the harder it will be to reclaim Avalon for the power of good.

Each of the Seven Stones has returned back to the section of land from where it was created. The Stones can be found by tracking and overcoming the wild magic emanating from each site.

If one were to look carefully into each stone, an image can be seen. This holographic image represents the heart of each stone and the basis for its power over wild magic.

The Seven Stones of the Kingdom:

<u>SECTION OF AVALON</u>	<u>MAGICAL STONE</u>	<u>ICON</u>
The Great Forests	Stone of the Jade Forest	Jade Tree
The Burning Deserts	Stone of the Desert Star	Ruby Star
The Forests of Arden	Stone of the Rainbow Falls	Rainbow
The Great Plains	Stone of the Dreamfields	Opal Cloud
The Jungle	Faery Stone	Emerald Wand
The Riverdells	Lady of the Lake Stone	Sapphire Flower
The Crystal Peaks	Stone of Burning Ice	Diamond Snowflake

b) The Enchanted Jewels

Enchanted Jewels are different than the Seven Stones of the Kingdom because they allow a young human and a magical animal to work together as a team. Together they can channel wild magic through the jewel generating fantastic powers.

Merlin chose a certain number of Enchanted Jewels to be used by young people and animals. These Enchanted Jewels magically form a bond between a human youngster, between the ages of 12 and 22, and a magical animal companion, allowing them to talk to each other and become best friends. Each human/animal team is carefully selected to share an Enchanted Jewel and use its power. As each team reaches adulthood, their Enchanted Jewel is handed down to a new generation of youngsters and animals, thus keeping The Friendship Ring in constant motion (by the time the child and animal have reached adulthood, they have become so attuned to each other, they no longer need the jewel to communicate, although they lose abilities to control the magic).

In the Enchanted Gardens of the Crystal Palace, Merlin teaches the youngsters and animals how to use the powers of their Enchanted Jewels.

Each Enchanted Jewel has three levels of increasing powers:

- Level One: Requires only half of the Jewel and can be performed by a youngster or animal separately. The youngster puts his or her hand on the Jewel and projects the power of the stone from the other palm/fist. The animal projects the power from the Jewel itself. The unicorns can project the power of the jewel from their horns, as well.
- Level Two: Requires the youngster and animal to work together, joining the two halves of their Jewel together.
- Level Three: Requires more than one youngster and animal team to join together the powers of their Jewels. Different combinations of Jewels offer different results.

Level Three is a platform that can be intensified to gain higher levels of power. There are many combinations that can be used to generate power but these higher levels are gained only through skills and knowledge learned from Merlin. Intuitive strength, maturity, wisdom and experience can result in great magic.

Each Enchanted Jewel will come alive with a unique light and sound to signify its power. Each ascending level emits stronger light and sound. The power of the Jewel is strengthened by a young person's empathic abilities and the spiritual connection with his or her animal. Youngsters and animals feeling confidence and love can always accomplish good magic with their jewel.

It is always a surprise to learn the wondrous powers of the jewels because they work differently with each child/animal team. Unfortunately, our young heroes are without the guidance and support of their teacher, Merlin. They will have to discover for themselves what they are capable of achieving with their Enchanted Jewels.

Enchanted Jewels

1. Description

Lead Jewels used for the first 13 episodes:

Sun Stone

The Rainbow Stone

Design: Golden, stylized 8 pointed star, split down the width creating two identically shaped stars. One is worn by Princess Guinevere. The other hangs from a collar around Amber.

Quantity: 1

Power base: Uses the power of the Sun.

Visual: The Sun Stone emits a sparkling rainbow beam. Gwen is able to draw upon the colors of this rainbow to achieve different results.

Level One: Green - Helps things to grow healthy;
Yellow/Gold - "Beauty Energy" - transform objects into beautiful things.

Level Two: Blue - Force fields, power blasts.

Level Three: White - Telekinesis, move objects as well as herself;
Bend light, make things disappear and reappear.

The Sun Stone is most powerful at noon under the bright sun.



Moon Stone The Stone of Illusion

- Design:** A silvery-white crescent moon, split into two identical halves.
- Quantity:** 1
- Power base:** The Moon Stone uses the power of the Moon.
This is the Stone of illusion.
- Visual:** The Jewel emits rays of sparkling diamond moondust when activated.
- Level One:** Reveals things that are hidden,
Helps find user's way when lost,
Create simple illusions, ghostly images of false doorways or other moderate sized objects,
Conceal inanimate objects (rocks, piece of wood).
- Level Two:** Penetrate traps and hidden doors, uncover hidden clues,
Higher order of illusion which allows the concealment of moving things, especially animals, invisibility (limits of how many people can be rendered invisible to onlookers is determined by use of skill learned from Merlin).
- Level Three:** Power to create mass illusions (a magical army of knights);
Control the tides.

The Moon Stone is most powerful at night under the bright moon.

The Moon Stone and the Sun Stone work best together at the "magic hour," at dawn and dusk, when the powers of the stones are balanced. In combination at higher levels, these stones can control the weather, and can also control gravity.

The Heart Stone The Stone of Healing

- Design:** Heart-shaped, in a shimmering range of Reds.
- Quantity:** 1
- Power base:** The Heart Stone is a "Wild Crystal" which makes it unpredictable but very strong on emotional levels. It must be used with great care and the choice of the young person to wield it is a delicate one, someone with very strong natural empathic abilities is preferred. This person is also responsible for selecting, raising and training those baby animals chosen for one day bonding with a person.
- Visual:** The Heart Stone pulses ruby red waves of light, like a heartbeat.
- Level One:** Telepathy with all animals, to talk to and understand the feelings of all animals,
Healing power (stronger at higher levels), sense thoughts and emotions in people and animals, allows wearer to see and hear through an animal's senses.
- Level Two:** (combined with one other Enchanted Jewel)
Many animals within Melody's surrounding area can be telepathically addressed. Thus Melody can call on all of the animals in the forests to help her if need be.
- Level Three:** (combined with more than one Enchanted Jewel)
Mass emotional effects - cause entire armies to break down into tears, breaks down hatreds and prejudices.
* Note: Kale's stone works in the opposite way.
- Focuses and strengthens the effects of the other Enchanted Jewels, which is why most people who wear the Heart Stone have strong musical abilities. Good music makes good magic!

Forest Stone

- Design:** Forest green, shaped like an arrow head (pointing up like a tree), split down the width into identical halves.
- Quantity:** There are 6 known and all are in use by the members of the "Pack", the Knight Protectors of The Crystal Palace.
- Power base:** Uses the power of the Great Forests.
- Visual:** The Forest Stones emit bright green beams of light when activated.
- Level One:** Shares the senses of the wolves to heighten perceptions and increase strength;
Creates a sense of teamwork within the Pack like trees in a forest, improves communication and coordination.
- Level Two:** Communicate with the trees about past events and history.
- Level Three:** Control forest growth, make the forest come to life.

The Dark Stone

- Design:** Shimmering purple, jagged, rough hewn crystal.
- Quantity:** Unknown
- Function:** The Dark Stone is a "Wild Crystal." It is tuned to the outlaw Princess Kale, making it a stone of dark and evil powers.
- Visual:** Dark purple laser rays of light emit from the Jewel when activated. The power is also reflected from Kale's eyes.
- Level One:** Talk to all animals;
Reflect the power of an Enchanted Jewels back on its user.
- Level Two:** Twist the form and shapes of objects.
- Level Three:** Turn magical animals into slaves of evil;
Mind control.

The more Enchanted Jewels Kale can find and tune to herself, the stronger her powers will become.

Other Enchanted Jewels kept in the Jewel Keep at the Crystal Palace (for future episodes):

Water Stone

Design: Aqua colored, Seashell-shaped, with matching halves
Quantity: 3
Function: Uses power of the seas
General Powers: Control storms

Star Stone

Design: Blue-white star, split down the width
Quantity: 2
Function: Uses the "magic of the stars"
Power: Reveal images from the past, present, and the future.

Wind Stone

Design: Midnight Blue, cloud-shaped, some have a lightning bolt running through
Quantity: 3
Function: Power of the Wind
Power: Effects the weather

Fire Stone

Design: Orange-red flame-shaped crystal, in two-halves
Quantity: 2
Function: Power of Fire
Power: Increases strength and energy

Earth Stone

Design: Natural stone opal containing sparks of different colors
Quantity: 1
Function: Uses the power of the Earth
Power: Communicate with rocks, trees, blades of grass, and flowers, but not animals, other than the chosen animal soulmate

Wild Crystals

Design: Come in many shapes, usually jagged and rough hewn, with color-changing mood ring type "Opalescence"

Quantity: Unknown

Function: Wild Crystals control wild magic in strange and bizarre ways depending on the individual each crystal is tuned to. Wild Crystals fundamentally allow communication with all magical animals and can turn the animals towards good or evil. Wild Crystals also tend to turn the powers of other Enchanted Jewels back on themselves, thus potentially weakening a youngster-animal team.



ENCHANTED JEWEL RIDERS

CHARACTERS

<u>CHARACTER</u>	<u>ANIMAL FRIEND</u>	<u>ENCHANTED JEWEL</u>	<u>DESCRIPTION</u>
The Girls:			
Guinevere "Gwen"	Amber	Sun Stone	Princess of Camelot
Hair Color: Blond	Animal Family: Unicorn	Visual: Rainbow Light	Leads a team of youngsters on an heroic quest to retrieve the Seven Stones of the Kingdom
Basic color: Gold	Color: Golden	Uses the power of the Sun	
Secondary: Pink, Violet	Unique Features: Wings	General powers: 1. Make things beautiful	Seeks to explore her world, learn lessons of life with the help of Amber
Offset: Blue	Swirled "Sea-shell" horn	2. Helps power other Jewels	
		3. Combines colors for powerful magic	Fulfill her destiny as the next Queen of the Crystal Palace
Tara			Princess of Camelot
Hair color: Blond			Younger sister to Guinevere
Basic color: Teal			Can't wait to get her own Enchanted Jewel
			Manages to get into plenty of trouble with Melody's baby animals

<u>CHARACTER</u>	<u>ANIMAL FRIEND</u>	<u>ENCHANTED JEWEL</u>	<u>DESCRIPTION</u>
Alexandra "Alex"	Moonglow	Moon Stone	Warrior/Scout
Hair Color: Black	Animal Family: Unicorn	Visual: Diamond-white Moondust	Pledged to protect Princess Guinevere
Basic Color: Light Blue	Color: Silver-White	Uses the power of the Moon	Pushes herself to be the best. Only girl that rides and trains with the Pack
Secondary: Violet	Unique Features: Aerodynamic saddle and riding gear to increase speed	General Powers: 1. Reveals what's hidden	Talented outdoors person and nature expert
Offset: Green	Color-swirl horn	2. Power of illusion	
Melody	Archimedes "Archie"	Heart Stone	Singer, Songwriter & Baby Animal Wrangler
Hair Color: Pink/blonde	Animal Family: Owl (Chaperon)	Visual: Red light	Learns the music of nature and the animals
Basic Color: Soft Reds		A wild crystal	Practical and wise, Ethereal and spiritual
Secondary: Green		General Powers:	
		1. Healing	Head of animal nursery and is responsible for raising baby magical animals to be assigned to humans
		2. Talk to all animals	
		3. Sense emotions	
The Baby Animals:			
Cleo	Aqua/green Unicorn		Spoiled & regal
Rusty	Purple and Orange Panther		Melody's protector
Samantha "Sam"	Pink Dragon		Practical joker

<u>CHARACTER</u>	<u>ANIMAL FRIEND</u>	<u>ENCHANTED JEWEL</u>	<u>DESCRIPTION</u>
The Boys in the Pack:			
Shawn Hair Color: Brown	Thunder Animal Family: Wolf Silver/Blue	Forest Stone Visual: Forest green light The power of the the Forests General Powers: 1. Share senses of the wolves 2.Enhance team Strength	Leader of the Pack, Knight Protectors of Crystal Palace Handsome object of attention from Melody and Ginevere Trained in weapons and wilderness survival
Brand	Blazer Sunburst Wolf	Forest Stone	Hot shot rider, Stubborn traditionalist
Thomas	Shadow Maroon Wolf	Forest Stone	Big, strong, loyal, The protector you always want at your back
Joshua	Storm Runner Sky Blue Wolf	Forest Stone	Inventor and builder, studies nature and astronomy
The Adult Leaders:			
Merlin	All Animals	Seven Stones of the Kingdom	Father of Avalon
Queen Angelene	Wintermane White Tiger		Queen of Avalon Head of the Crystal Palace
King Jared	Goliath Black Wolf		King of Avalon Commander in Chief of the Pack

<u>CHARACTER</u>	<u>HENCH ANIMALS</u>	<u>ENCHANTED JEWEL</u>	<u>DESCRIPTION</u>
The Villains:			
Lady Kale		The Dark Stone	Outlaw Princess;
Hair Color: Florescent		Visual: Dark Purple Light	Wants Seven Stones of the Kingdom to control magic of Avalon.
Basic Color: Burnt Orange Bruised Purple		A wild crystal:	
		1. Turns magic to evil	Blames Merlin for allowing her sister, Angelene, to get the Sun Stone. Desires to rule the Crystal Palace and Avalon.
		2. Turns animals to evil	
		3. Talk to all animals	
	Grimm Red Dragon		Powers the Dragon Wagon
	Rufus Purple Weasel		Humbling Bumbler
	Twig Purple Weasel		"We bow at such Immensity"

5) LEAD CHARACTERS

**GUINEVERE The Princess of Avalon
Rider of AMBER, the Golden Winged Unicorn
Wears the Sun Stone**

Guinevere, "Gwen" to her friends, is the bold and beautiful Princess of Avalon, bonded with a rare and stunning golden winged unicorn named Amber. Guinevere is a true heroine, ready to face the challenges that await her as she rides the wings of her destiny to become the next Queen of the kingdom.

Physical Attributes

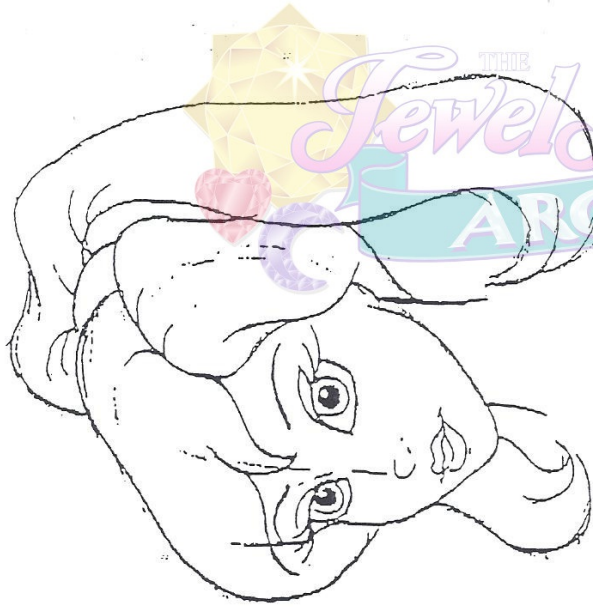
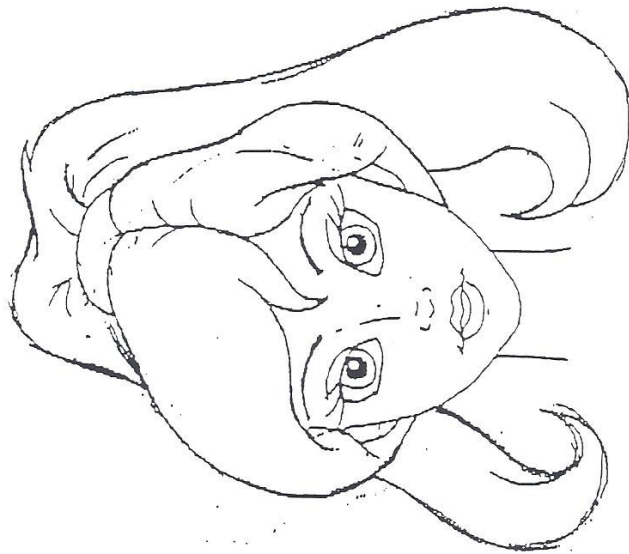
Age: 16
Height: 5' 6"
Hair: Blonde, wavy, worn long, sometimes with a fashionable braid
Eyes: Piercing blue
Skin: Bronze golden/tan

Personality

Guinevere's inheritance from her famous namesake includes courage, a strong will, and a certain impulsiveness. Gwen also has an explosive temper. Her parents, Queen Angelene and King Jared, have always had a difficult time controlling the headstrong girl and her fiery temper. However, the gentle and loving Amber works with the young Princess to help her realize her potential and her destiny to become the future Queen of Avalon. Although Gwen can be snobby and pretentious, sometimes taking the attitude of a pampered brat, Amber always helps the girl develop her inner beauty. Gwen will learn to mature in her thinking, her ways, and her outlook. Amber will help the Princess make the right decisions, and do the right things.

Being the Princess, Gwen is constantly aware of being in the public eye and is very concerned about her appearance and looks. Having been raised a very proper young lady, Gwen's manners and grooming are impeccable, yet she has little patience with mundane activities and can't help but let loose occasionally with a streak of playfulness that comes as a complete surprise to her friends.

CONFIDENTIAL



GWEN

SUGGESTION

Gwen has two solid friends and allies in Melody and Alex, friendships based on mutual respect. Although Gwen sometimes finds herself jealous of Melody's musical and magical abilities, and Alex's physical prowess, the Princess is proud of her friends and knows that when the three girls work together, the strength of their powers can only be increased.

Abilities

Guinevere is graceful, poised and well versed in various schools of martial arts. When she puts her mind to it Gwen can be an excellent student, although she is more interested in sharpening the social skills and responsibilities that go along with the role of being Princess. Gwen loves to look good. Representing the new generation from The Crystal Palace, Gwen is quite at home in diplomatic affairs, especially parties. Hobnobbing and chit-chatting with the Lords and Ladies of the land comes very naturally to her and her innate intelligence, irresistible charm, and incredible beauty always puts her at the center of every crowd. Affairs of the heart are another matter completely. With so many young men vying for her attention, she shouldn't be so interested in what Shawn is up to, should she? After all, being a Princess means dating royalty, not Pack Riders, doesn't it?

Gwen flies Amber with a commanding sense of style and grace but both know they must live up to the expectations placed upon them and the pressures of being the best.

The only thing that Gwen is afraid of is not doing something well. Although she always gives the appearance of absolute confidence, deep down she is insecure about living up to her legendary mother's accomplishments.

The Sun Stone

Gwen and Amber share the Sun Stone, handed down by Gwen's mother, Queen Angelene. It was the proudest day in Gwen's life when she received the Sun Stone. Sharing that special moment with Amber made it even more wonderful. Their bonding is a rare blend of champions that all of Avalon look to with hopeful hearts, for the Sun Stone harbors the power to shine its rainbow lights and make things grow strong, healthy and beautiful. Gwen's mother used the Sun Stone in extraordinary ways. Everything Angelene touched seemed to sparkle with life and beauty. The good people of Avalon now look to Gwen to carry on the tradition and not only bring beauty and grace to the kingdom, but



*P*RINCESS *G*UINEVERE
AS A "*J*EWEL *R*IDER"



to become a great Jewel Rider and lead her friends on a quest to recover the lost Seven Stones of the Kingdom.

Without Merlin to teach her how to use the magical Sun Stone, Gwen will have to rely on her friends and Amber to support her efforts. The Sun Stone is difficult to master but the headstrong girl will never give up and is very determined to learn. When all else fails, Gwen's explosive bursts of temper always forces the jewel to work on some level.

Background

Guinevere is the Princess of the kingdom. She's had the finest schooling, the finest training, and has been bred with the finesse and refinement that a royal family would convey upon their children.

Gwen carries herself with poise, sophistication, and the worldly ways of a cosmopolitan "city-girl." This attitude sometimes puts her at odds with Melody's simpler "country-girl" way of looking at things.

Fashion & Style

As a Jewel Rider, Gwen wears a unique winged helmet signifying her bonding with Amber, the winged unicorn. The helmet, crystal gauntlets and breastplate, are used for protection when using the power of her Enchanted Jewel and for riding the wild magic.

For parties, craft fairs, and ceremonial balls, Gwen is very conscious of her appearance as her company is frequently sought by young Lords, handsome Princes and knights from around the kingdom. She has a dazzling wardrobe with special outfits for every occasion. Gwen also happens to have excellent taste and prefers materials from the finest suedes, silks, and leathers, finely tailored, and accented, of course, with fur and expensive jewelry.

Favorite Colors

Gold and violets, offset by blues and pinks.

Favorite Foods

Ice pies

Fruit sticks (for Amber)

Chocolate shakes

Favorite Expressions

"You don't like it, change it."

"Make it happen!"

"Magic, it's not for everyone."

Pet Peeves

- Melody's babies can be pesky troublemakers. Gwen has an especially tricky time with Cleo, the spoiled baby unicorn, who follows Gwen and Amber around, hanging on their every word.
- Gwen has an aversion to dirt and hates to get herself dirty.
- Melody eats anything she wants and never gets fat.

AMBER Golden Winged Unicorn

Gwen is bonded with the beautiful, golden winged unicorn named Amber. The winged unicorns are the most powerful of all the unicorns and very rare. When Amber first met Gwen, the unicorn was an outcast from her own kind because she was afraid to fly. But with Gwen's love and support, Amber has matured into a powerful and graceful champion, ready to fulfill her destiny as a Jewel Rider.

Gwen loves Amber more than anything in the world and makes sure the unicorn is meticulously taken care of. Amber has a lush, and very soft, suede-like hide that Gwen constantly brushes to a radiant, golden glow. Amber's long, silky mane and tail get particular attention from Gwen during grooming. Gwen only adorns her with riding gear made from the finest materials as well as lovely silks and flowery trains for the unicorn's mane and tail.

Aside from her long curving wings, Amber has a pearl white "sea-shell" swirl horn that is totally unique.

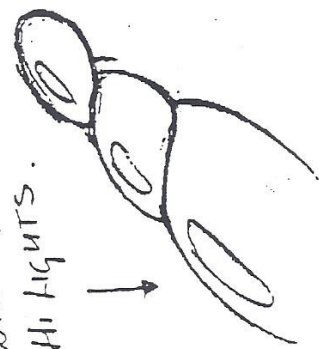
Amber is Gwen's best friend, companion, and confidant. The wonderful unicorn has a sweet temperament and an astute sense of what is right and wrong. Although Gwen has a tendency towards being selfish and shallow, the ever patient Amber knows the young woman has a strong-willed nature and tremendous potential to someday be a great leader of Avalon.

ALTERNATIVE HORN

CONFIDENTIAL



WITH POSSIBLE
HIGHLIGHTS.



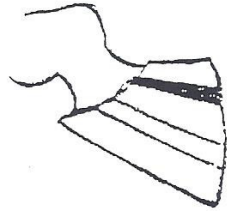
SEASHELL SHAPE.

(B)

AMBER

nyk.

CONFIDENTIAL



AMBER.

yk.

slightly longer (bigger) wings.
NEW HORN.



ALEXANDRA **Warrior/Scout**
Champion rider of the unicorn, MOONGLOW
Wears the Moon Stone

Alexandra, known as "Alex" to her friends, is a tough, no-nonsense young lady, a sassy, dark-haired warrior with a soft heart, especially for her best friend, the beautiful, silver-white unicorn, Moonglow. Well paired with the incredible unicorn, they are both agile, lithe, athletic, and graceful. Alex and her powerful friend are pure joy to watch as they bound, leap, and practically fly, racing through the great forests.

Physical Attributes

Age: 16
Height: 5' 5"
Hair: Raven black, with purple highlights, straight, worn long
Eyes: Deep sea green
Skin: Olive/cocoa

Personality

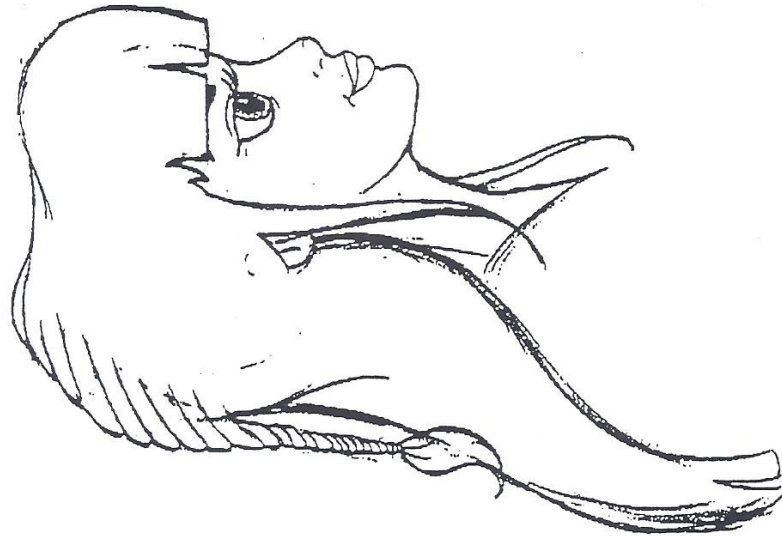
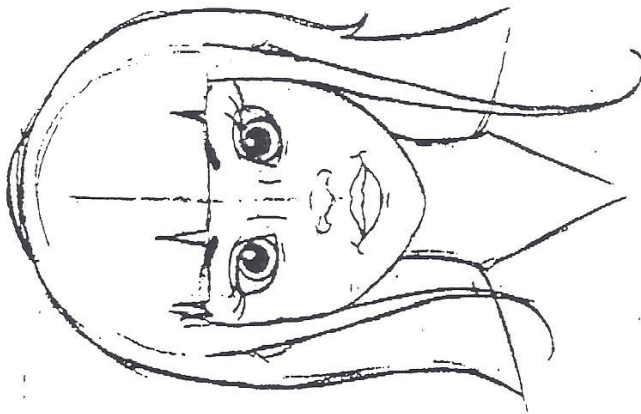
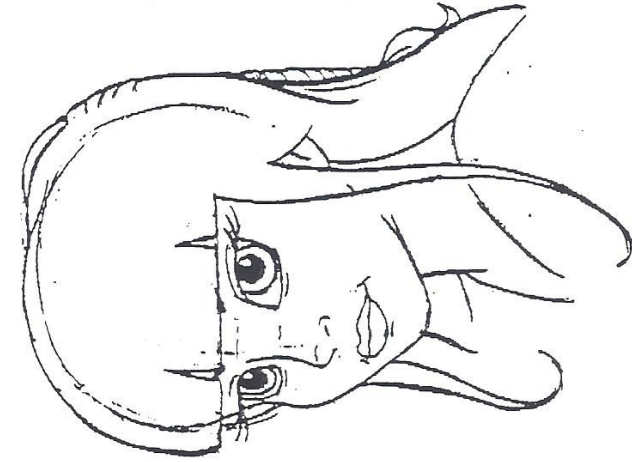
Alexandra is an extraordinarily resilient and optimistic young lady. Nothing seems to get her down. She is always involved in some activity, whether it's running and training with the Pack, adventuring with the Princess and Melody, or studying science and archeology. With what seems like never ending energy, Alex constantly pushes herself to excel, especially if it involves competitive activities with boys. Alex is somewhat of a tomboy and takes the attitude that anything boys can do, she can do as well or better.

Alex loves to challenge herself, as well as to encourage her friends to always do their best. Trying is what's important.

Although Alex is very focused and precise, she has very little patience. She could have been a great artisan and craftsperson like her parents, but she gets too excited by the moment. She tends to be compulsive and jumps into situations without examining the possibilities.

Alex is well liked by the other youngsters and most prefer to be on her good side (they are well aware of Alex's boxing proficiency). She gets along very

CONFIDENTIAL



ALEX.

SUGGESTION.

ak.

well with Melody and the babies and is usually assigned to transport them on the Crystal Coach during Melody's many travels and assignments for Queen Angelene.

Abilities

Alex prides herself on her physical agility. She is a natural athlete. She has ridden since age 2 and has developed incredible skills and talents as a champion rider. Alex is the first girl to be accepted as a member of the Pack, the elite knights that protect The Crystal Palace. Alex has earned the respect of the male riders by training hard and taking her responsibilities very seriously. The boys in the Pack respect Alex and Moonglow as equals and comrades.

Alex is an especially daring rider, impressing everyone with her trick riding maneuvers and racing skills. Few riders are bold enough to go up against Alex and Moonglow at the Craft Fair races.

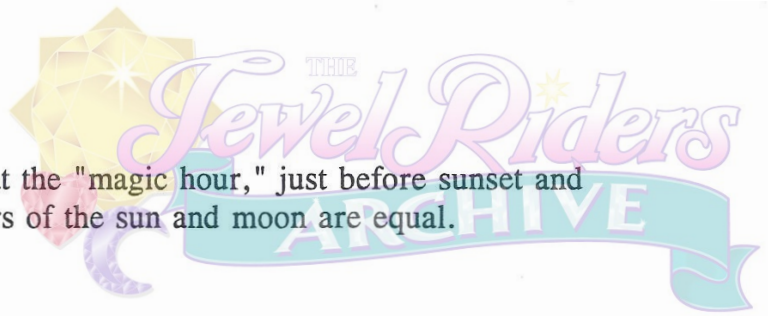
Alex has a warrior's instinct for split-second timing and is proficient in self defense and survival skills. She knows the forests like the back of her hand and has strong skills in tracking and scouting. She has a deep appreciation of nature and great respect for the natural balance of the forests. Alex is an excellent student and absorbs knowledge like a sponge. She especially likes science and archeology.

The Moon Stone

Alex and Moonglow share the Enchanted Jewel known as the Moon Stone, giving them the power of illusion. These illusory powers are helpful at low levels in evading dangerous predators as well as helping defenseless prey. At higher levels, Alex and Moonglow can project holographic images which virtually look real.

Like the Forest Stones used by the Pack, The Moon Stone also sharpens the pair's senses, putting them in perfect sync with nature. Expanded senses including better sight, increased smell, and super sharp hearing, helps reveal to them things that would normally be hidden. These powers increase their already superb abilities as scouts and trackers.

Alex's powers are stronger at night when the moon is shining bright. By working together, Alex and Gwen can help each other increase both their



powers. They work best together at the "magic hour," just before sunset and just before sunrise, when the powers of the sun and moon are equal.

Background

Alex was born in the Northern County near Kingstown. From an early age, Alex had a natural propensity for nature. She has always felt at home in the forests, reveling in the majestic wonder of the great trees.

Alex's mother, Winerva, is a Master Weaver and her father, Alfred, a Master Jeweler are always traveling from town to town, craft fair to craft fair, to sell and teach their crafts. The relationship between Alex and her parents is strained. Alex's father shortened her name to represent the son he never had. Alex's mother always wanted Alex to exploit her artistic skills and talents. But Alex always had her own ideas on what she wanted to do. Her parents had no idea of how to handle such a rebellious and strong willed child.

Alex always had great aspirations of a higher education and a burning desire to have an animal as a life long friend. Her dreams came true the instant she saw Moonglow and bonded with the incredible unicorn in The Friendship Ring. Alex regrets that her parents didn't show up for the special ceremony but accepts the fact that they have their own separate lives now. Alex's parents are not the least bit pleased that their daughter runs with the Pack as a Jewel Rider. While growing up there was a fierce rivalry between Alex and Gwen, both being strong-willed girls. But since bonding with Moonglow, Alex has pledged an oath to serve the Princess and are now the best of friends.

Fashion & Style

Like everything else Alex does, she shows a strong flair for individuality. Alex never misses an opportunity to show some flair and excitement in her fashion statements. As a Jewel Rider, Alex wears a special coordinated outfit that sets off her jet black hair, and her compact, sleek physique. Never to be outdone, Alex puts her strong sense of style to good use when dressing up for parties and special occasions. At those times when Alex chooses to look beautiful, she can be stunning, catching the eyes of the young men attending the function.

Favorite Colors

Blues, greens, offset by light purples.

Favorite Foods

Pot pies
Fruit Rolls (Moonglow's favorite is blueberry)
Granola Chewies

Favorite Expressions

"Go for it!"
"Try it again and this time make it better."
"You talking to me?!"

Pet Peeves

- Being cooped up in the Crystal Palace.
- Mishandled equipment.
- Trying to be something you're not.
- Lying.
- Bragging.

MOONGLOW

Besides Melody and Guinevere, Alex has another best friend, the mighty unicorn, Moonglow. Moonglow is built for speed, aerodynamic, sleek, a thoroughbred of unicorns. And when Moonglow takes off, watch out. With her head and beautiful swirled horn lowered, she looks like a bullet, eating up the kilometers and practically flying through the woods. Always ready for riding and exploring, Alex and Moonglow are more at home wandering the great forests than being cooped up in the Crystal Palace.

Alex and Moonglow talk to one another all the time. Moonglow understands the pressure that Alex is under being the first girl to be accepted to run with the Pack. But Moonglow is very gentle, patient and considerate of Alex and loves her unconditionally. The two are a formidable pair and practically inseparable. Moonglow pushes herself especially hard for Alex because the unicorn knows Alex must work particularly hard to show the Pack she is as competent as they to ride in the service of the Crystal Palace.

Alex gives the appearance of being very tough on the outside but Moonglow brings out of Alex a loving, sensitive, responsible, and capable girl.

Moonglow has a unique color-swirl horn that sets her apart from the other unicorns. Her horn glows with power when the Moon Stone is activated.



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ALTERNATIVE HORN

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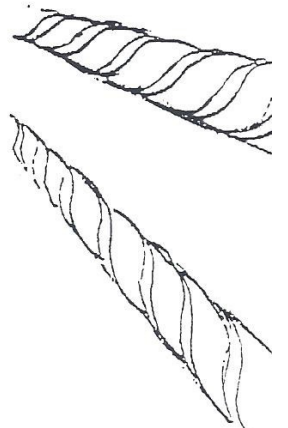
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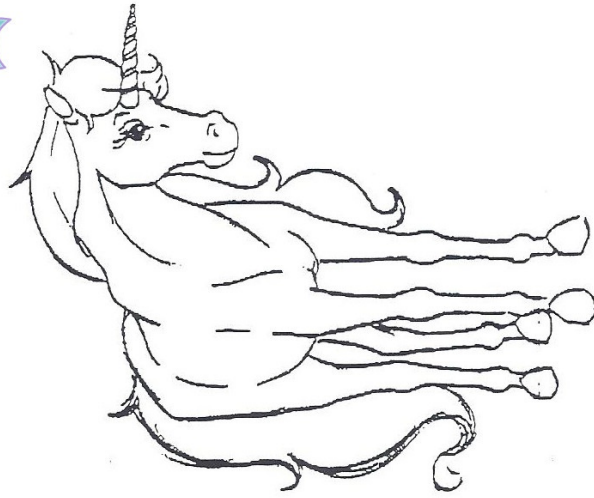




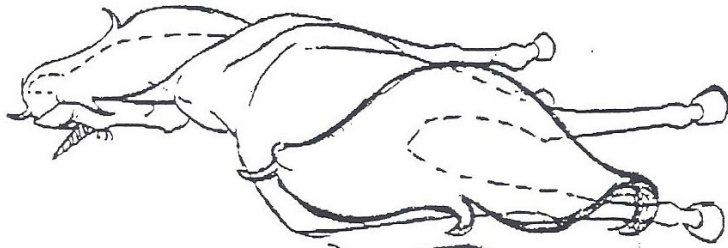
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B



A



Moonglow.
Poses.

SKY DANCER

Alex has another special friend, a wild falcon dragonet named Sky Dancer, who only comes to Alex when called. One day while exploring the Forests of Arden many years ago, Alex came upon a nest of dragonet eggs about to be eaten by a huge, slime snake. Alex saved the nest and attended the eggs until they hatched. The dragonets were saved and to this day, they come to Alex when she is in need of a little aerial reconnaissance. The largest and most beautiful of the group is a golden dragonet Alex has named Sky Dancer. Although Sky Dancer cannot talk to Alex, he can talk to Melody who is happy to translate if the dragonet wishes.



MELODY

**Musician and Songwriter;
Baby Animal Wrangler;
Wears the Heart Stone**

Melody is the pretty, sweet singing "Pied Piper" with the special talent for music. She has long, tapered fingers perfectly suited to playing musical instruments, which Melody loves to do. Melody is ethereal, spiritual, and practical with an Earthy wisdom. Although soft spoken and somewhat shy, her quick wit and special way with words add to her song writing talents, which she is especially good at.

Physical Attributes

Age: 15
Height: 5' 7"
Hair: Platinum pink/blonde, worn long and curly
Eyes: Light green
Skin: Lily white

Melody is tall and lanky and never gets fat no matter what she eats, much to Guinevere's constant annoyance.

Personality

Melody has an adventuresome spirit, an infectious laugh, and her good-natured, well-mannered ways make her very easy to like. She has an irresistible innocence about her yet she is very wise, and spiritual. Melody is very sensible and down-to-Earth and possesses a homespun philosophy that gives her a practical wisdom and perceptive instinct. She is the one the youngsters go to for advice and kind words of reassurance. Melody is straight forward, honest and expresses herself eloquently through her music and other artistic endeavors.

Melody was a special student of Merlin because of her exceptional musical abilities. She always took her magical studies very seriously. With Merlin's absence, she now spouts the philosophy of Merlin's teachings even though she may not fully understand their meanings.

When she is involved in her music and magic, she gets dreamy and tends to forget everything else, becoming caught in the music's spell.

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Abilities

Melody is a natural artist and poet. She sees the world through eyes filled with childlike wonder and expresses the beauty of what she sees with her gifted artistic abilities. She has an especially strong talent for song writing and music.

Music is very important in Avalon. Music causes vibrations in the air that excites wild magic, allowing this magical energy to be used. Because of her abilities with music, Melody has a natural talent for making good magic. Merlin knew this and made Melody his special apprentice. Melody is sensitive, compassionate, perceptive and capable of intense concentration, exactly the temperament and personality to learn the crafts of music and magic.

As part of Melody's responsibilities, she searches the world for baby animals that have the right resonance for an Enchanted Jewel. If the baby shows potential, it is brought to the nursery where Melody looks after it. In the nursery, Melody raises and trains the baby animals. Eager to show their stuff, the babies tend to be pesky troublemakers and can cause quite a ruckus. Melody possesses tremendous self-control, tolerance, and patience in dealing with them. Melody's remarkable relationship with the baby animals is becoming legendary throughout Avalon. She has been dubbed the "Pied Piper" because the baby animals will follow her anywhere to hear her sing.

Her empathic abilities are also enhanced by the Heart Stone, allowing her to sense the emotions of humans and animals. She can sense when animals are in need of help and rushes to their aid. Any animal Melody comes in contact with can sense the girl's strong personality, emphatic vibes and her great love for all living creatures.

As part of Melody's duties for Queen Angelene and the Crystal Palace, she travels to many towns and villages spreading joy and good will through music. This is fine with Melody because she wants to discover the music that exists everywhere. All of nature has music and sound that can be used to expand the goodness of the Crystal Palace.

The Heart Stone

Melody wears a very special Enchanted Jewel, the ruby red Heart Stone. The Heart Stone is the Stone of healing. With Melody's sensitivity and natural empathic connection with animals, she is able to use the Heart Stone in extraordinary ways.

The Heart Stone is a wild crystal which makes it difficult and erratic to control. Melody's natural musical abilities and strong compassion for all living creatures help her focus the Enchanted Jewel to help those that need aid.

Being a wild crystal, Melody uses the Heart Stone to talk to all magical animals, in the same way Merlin does. Melody can also sense which animals have the "right stuff" to bond with a lucky youngster and join the elite Jewel Riders, defenders of the kingdom.

Sometimes when her Enchanted Jewel is working just right, she can use it to sense what animals sense, see through their eyes, hear through their ears and smell what they smell. Although she is strong, the depth of these powers could overwhelm her if she is not careful.

Background

Melody comes from a small farming village near the Southern Shires. She is the youngest child of May and Orvan, farmers who have tended the land all of their lives. Melody was raised with a farm full of animals which makes her connection with them that much more natural and comfortable. Animals just seem to sense Melody's love for all living things.

Melody visits her parents often, usually with an armful of baby animals for her mother to love and cuddle. Melody loves to talk to her parents, and is always excited to share her constant activities that includes studying, writing music, performing, exploring, and baby animal wrangling.

Fashion & Style

As an Enchanted Jewel Rider, Melody's magical armor represents her love of nature. The helmet symbolizes a butterfly to signify Melody's respect for nature's eternal innocence and ever changing beauty.

For formal affairs and parties, Melody prefers elegant dresses of classic beauty rather than frilly fashionable flavors that may be in today and out tomorrow.

Favorite Colors

Greens, pinks, and yellows.

Favorite Foods

Fresh fruit and vegie salads
Lots of Bubbleberry Chunkies for the babies
Peanut Butter Grammies

Favorite Expressions

"Friends together are friends forever."
"Somewhere, someone has a dream come true."
"A true hero is always learning from their mistakes."

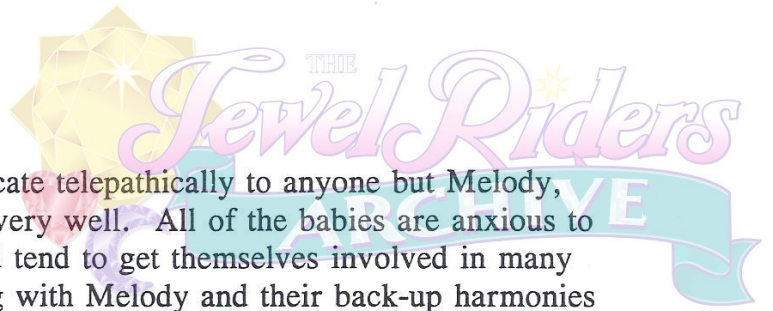
Pet Peeves

- Mistreatment of animals.
- Off key instruments.
- People who lose patience with themselves or their friends.

MELODY'S BABY ANIMALS:

CLEO	Teal Unicorn, regal and spoiled; thinks Gwen is a genius and hangs on her every word
RUSTY	Purple panther; protector and bodyguard to Melody
SAMANTHA	Pink dragon; loves to play and have fun all day, between all the eating and sleeping.

The baby animals have been chosen because they resonate strong vibes when near the Heart Stone. When one of the Enchanted Jewels is ready to be passed on to a new youngster and animal, Melody senses which animal is ready to bond with a human. Each baby in Melody's care has potential to bond with a young person, and give him or her the emotional strength to become a Jewel Rider.



Although the babies can't communicate telepathically to anyone but Melody, they can still get their point across very well. All of the babies are anxious to help Melody perform her duties and tend to get themselves involved in many adventures. The babies love to sing with Melody and their back-up harmonies and innovative dance steps make them constantly in demand for Craft Fair performances along with their mistress.

Melody loves to walk and hike, however, the babies prefer to ride in the Crystal Coach, a traveling caravan camper designed to transport Melody and the girls on their many journeys.

ARCHIMEDES "Archie" Nearsighted Owl; Takes care of Melody and the girls as counselor and chaperon in Merlin's absence

Melody's constant companion is Archimedes, the wise but nearsighted owl that once sat on Merlin's shoulder. Since Merlin's disappearance, Archie has stayed close to the girls becoming their confidant, counselor and friend. However, he is after all, only an owl, and not much of an expert on what teenage girls are thinking and planning. But he does his best, and the girls love Archie and know he'll always be there for them. Archie constantly worries about the girls and gets very upset if they even think about going anywhere without their feathery chaperon.

Archie has taken it upon himself to replace Merlin as the girls' teacher while they struggle to learn the powers of their Enchanted Jewels. It's been some time since Archie has performed magic, so he doesn't get most of it right, however, his kind words and support always mean a lot.

SHAWN

**Leader of the Pack - Knight Protectors of
The Crystal Palace
Rides THUNDER, the Silver-blue Wolf
Wears the Forest Stone**

Shawn is the rugged and handsome rider of Thunder, the giant silver wolf. He is also the brave leader of the Pack, knight protectors of the great forests and defenders of The Crystal Palace.

Physical Attributes

Age: 17
Height: 5' 10"
Hair: Dark Brown
Eyes: Auburn
Skin: Ruddy tan

Personality

Well-paired with his pal, Thunder, Shawn fancies himself a roguish young Romeo always looking for a great adventure; Shawn is dashing handsome and carries himself like the leader he someday will be. He has dark hair that he constantly brushes back from falling into his eyes. Shawn possesses a tremendous charisma, an irresistible personality and immense good humor.

Guinevere has her eye on Shawn and everyone considers them a potential item although Gwen will never admit it. Much to Gwen's dismay, however, Shawn finds Melody's intelligence and charm very appealing. Shawn is attracted to Melody's sensitivity and talent and he knows that her Heart Stone makes her vulnerable to the wild magic. He always keeps an eye on Melody when she's on assignment and always comes to her rescue when she gets into trouble. Shawn often finds he is the reason for altercations between the two girls. He is amused by this and freely offers to split his time accordingly, which makes matters worse.

Shawn often confides in Thunder that he can't quite figure woman out. The wolf heartily agrees and for now both are content to go on great adventures. Shawn's winning smile and easygoing ways are sure to charm Gwen eventually.

Abilities

Shawn is a terrific athlete, well trained in martial arts. He is also well trained in weapons use, from swords to spears and bows. Like any member of the Pack, Shawn is at home in the forests and loves the great trees. His innate knowledge of the forests has helped sharpen his skills in wilderness survival.

The Forest Stone

There are six known Forest Stones and every young knight in the Pack shares one with their wolf friend. These Enchanted Jewels allow the young men to share the senses of the wolves, allowing them to feel what the wolves feel. This increases their tracking and hunting skills. The Forest Stones also allow the Pack to use the trees of the forests to increase their strength and ability to communicate.

Background

Shawn is the son of the Earl of the Riverdells Township, a flourishing network of cities on the crossroads of many major rivers in the Riverdells. Shawn is strong willed and determined to do things his own way. He is perfectly comfortable earning his way through accomplishment and achievement. Rather than accept a place in his father's fishing business, Shawn leaped at the opportunity to enter The Friendship Ring, bond with Thunder, and become a Jewel Rider. They now pledge their allegiance to protect the Crystal Palace as a knight of the Pack. Although Shawn's father is not happy about his son being a famous Jewel Rider, he respects his son's decisions and wouldn't mind riding the wild magic himself.

Fashion & Style

Shawn prefers the functional wardrobe of the Pack as his everyday adventuring cloths. As a Jewel Rider, he is especially proud of his helmet design, in the shape of a wolf head.

Shawn is aware, however, that dating the Princess requires more than a Packrider's riding cloths, especially when accompanying her to great ceremonial balls held around the kingdom.

Favorite Foods

Trail Burgers

Milk shakes

Potato rolls

Favorite Expressions

"Life's an adventure, let it happen."

"Be prepared for anything."

Pet Peeves

- Gwen gets mad at him for seemingly no reason.
- Gwen is nice to him for seemingly no reason.
- Melody gets mad at him for seemingly no reason.
- Melody is nice to him for seemingly no reason.

- Having to lower himself to ride any other animal but Thunder.
- Having to drive the Crystal Coach for Melody's baby animals.

THUNDER

Silver/Blue Wolf

Perfectly paired with Shawn is his best friend and ally, Thunder, the large silver-blue wolf. Thunder is strong, noble and very dedicated to Shawn and the Pack. Like his human friend, Thunder is always looking to ride into a great adventure and will push himself to the max for his friend to run faster and jump higher. Thunder understands Shawn better than anyone and knows the young man will someday be a great leader. Thunder always has a kind word of encouragement and support to help Shawn when things don't go right.

Sharing the Forest Stone allows Shawn to use the wolf's keen senses to help them on their patrols through the great forests that border the capital city of New Camelot.

THE BAD GUYS:

LADY KALE

**Outlaw Princess
Wears the Dark Stone**

Banished from the Crystal Palace for plotting to take the throne away from her sister Angelene, Princess Kale has dedicated her life to getting revenge upon Merlin, whom she blames for her not receiving the Sun Stone and becoming Queen.

Physical Attributes

Age: Unknown
Height: 5' 11"
Hair: Jet black, worn long
Eyes: Steel grey
Skin: Bronze

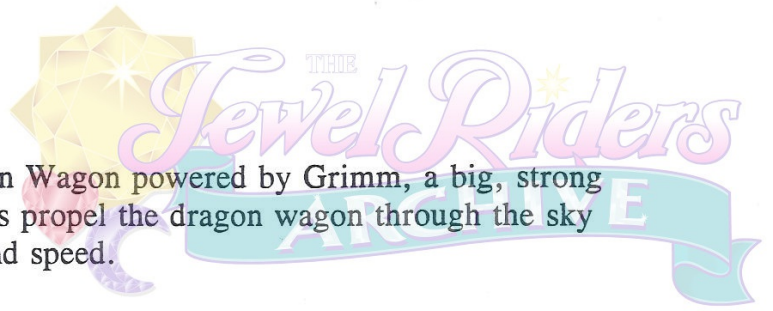
Personality

Lady Kale is equally ruthless and ravishing -- blessed with a keen, cold, and cunning intellect. She is contentious, aggressive, willful, stubborn, hungry for power and physically strong. By the same token, Kale is also infinitely charming and mysterious. A deadly combination.

Lady Kale believes she should be ruling the Crystal Palace, not her sister Angelene. When Kale discovered a new Enchanted Jewel, called the Dark Stone, her destiny became clear. Using the Dark Stone she has vowed to control the wild magic and rule Avalon forever.

Kale is obsessed with finding the Seven Stones of the Kingdom. From her castle in the Thornwoods, she plans outlaw raids on traveling caravans that transport goods and information across the kingdom in an effort to gain knowledge of the lost Seven Stones.

Aiding her on her nefarious schemes of conquest is a horde of misfit animals that have bonded to Kale, including Rufus and Twig, two wily weasels with a nose for sniffing out magical bits. One day these beasts will lead an army of creatures that will storm The Crystal Palace.



Kale's vehicle of choice is a Dragon Wagon powered by Grimm, a big, strong red dragon. Grimm's mighty wings propel the dragon wagon through the sky giving Kale tremendous mobility and speed.

The Dark Stone

The Dark Stone is a wild crystal making it unpredictable and erratic. Kale has tuned the stone to herself, allowing her to warp and twist wild magic through the dark jewel.

The Dark Stone allows Kale to talk to all animals, like all wild crystals do, but Kale can use her stone to turn animals to evil and bind them to herself. She is planning to recruit a magical animal army to storm New Camelot.

When Kale uses the Dark Stone, the power totally possesses her, causing bright purple lights to shine from her eyes.

KALE'S ANIMALS:

Primary:

GRIMM	Red Dragon, ornery and mean
RUFUS	Weasel stooge
TWIG	Weasel stooge

Secondary:

NITEMARY	Giant blue Bat, grumpy whiner
SLITHER	Green Snake, nasty, has a sweet tooth for owls
GEEZER	Purple singing Goblin

6) SECONDARY CHARACTERS

TARA

PRINCESS OF CAMELOT

Age: 9

Tara is Guinevere's younger sister. She loves the performing arts especially dancing and singing. She also loves craft fairs and babysitting for Melody's baby animals. Somehow though, whenever Tara and the babies get together, trouble follows. One day Tara will have her own Enchanted Jewel, then look out world!

THE BOYS IN THE PACK:

BRAND

BLAZER - Sunset Bronze Wolf

Age: 18

Brand is a riding maniac. He is well paired with his wolf, Blazer, who is built to run and run fast. Blazer has the colors of a majestic flaming sunset and is sleek and fast as the wind. Brand is always begging Josh to improve and redesign his riding gear so he can try new hotshot "rodeo style" riding tricks. Brand rides Blazer sideways, upside down, and even, occasionally, right side up, always pushing hard to be the best. Brand is a stubborn traditionalist. He doesn't think girls should be knights and ride in the Pack. This puts him at odds with Alex and he is constantly competing with her.

THOMAS

SHADOW - Maroon Wolf

Age: 17

Thomas is big, strong, and loyal; a good friend and a protector you always want at your back. He is very big and doesn't always know his own strength. Like his wolf he is a gentle giant, until he gets mad, then watch out. He loves Shawn like a brother and will follow his friend anywhere he leads.

JOSHUA

STORM RUNNER - Blue Wolf

Age: 16

When he's not riding with the Pack, Josh studies engineering, archeology and astronomy. He wants to turn Avalon into a world of machines and he loves to

tinker. He's always building or improving some new design or device. Josh has a terrific, if not sometimes warped, sense of humor and loves practical jokes. His blue wolf, Storm Runner, puts up with his rider's antics but is equally inquisitive and inventive.

ADULT LEADERS:

QUEEN ANGELENE

WINTERMANE - White Tiger

The beautiful Queen of Avalon, Queen Angelene, is the woman every girl wants to grow up to be: pretty, daring, self-confident, and capable. She rides the magnificent white tiger, Wintermane, and they are a pair to reckon with. Angelene has a very strong and impulsive personality but is extremely caring and loving, especially when it comes to the animals, her family and the Crystal Palace. She pulls no punches and manages, as any executive would, the huge establishment of the Crystal Palace. She has the absolute respect and loyalty from the many cities, towns and villages who prefer her forward-looking ways.

Angelene is bonded to a beautiful white tiger, Wintermane. They have been best friends since their youth, bonded by the Sun Stone. They are still best friends, although they no longer possess the Enchanted Jewel. The Sun Stone has been passed on to her daughter, Princess Guinevere.

Angelene spends what spare time she has in the library studying ancient lore and old legends in an effort to learn where Enchanted Jewels might be buried.

KING JARED

GOLIATH - Black Wolf

King Jared is the Commander in Chief of New Camelot and the Crystal Palace's resources including the Pack. King Jared is the perfect role model for boys: handsome, easygoing, yet extremely responsible. He is very heroic and quick to defend the rights of the weak. Jared presents a stern appearance, but his frequent smile uncovers his true nature. He has tremendous charisma and believes in the destiny of The Crystal Palace to spread goodness across the land.

His friend and companion, Goliath, is an awesome black wolf who commands instant respect from the Pack.

7) THE LAND OF AVALON

Avalon is a grand world, full of diverse cultures, magical animals, and rich locales. Each environment holds magical wonders, fantastic vistas, and magnificent discoveries with locations ranging from snowy ice caves, to magical faery gardens, to lush forests and colorful jungles.

The land of Avalon is naturally bordered by icy mountain ranges to the north, oceans to the east, jungles to the south, and the great deserts to the west.

There are seven areas in Avalon separated by natural boundaries. Each has a magic stone capable of binding the land to goodness.

- 1) The Icy Tundra
- 2) The Jungles
- 3) The Deserts
- 4) The Great Forests
- 5) The Great Plains
- 6) The Misty Moors
- 7) The Riverdells

There is an eighth area, the capital city of New Camelot which is centrally located, radiating its goodness out over the kingdom. The Enchanted Jewel for New Camelot is the Crystal Palace, itself

MAPS *(to be added)*

- 1) The Map of Avalon
- 2) The area surrounding New Camelot
- 3) The capital city of New Camelot

a) Travel Trees

Travel Trees are grown by Merlin in a special garden near his house. These are intelligent, magical trees that have the ability to open a door into the realms of wild magic. Merlin spent considerable time wandering the lands of Avalon and carefully placing rings of trees in key spots. These rings of Travel Trees can send humans and animals riding through the wild magic to appear inside another ring of trees somewhere else in the Kingdom.

To use the trees, you must ask politely. Travel Trees hate impoliteness or rudeness. Standing in the center of a ring of Travel Trees with an Enchanted Jewel raised, one must ask, "By the power of the (stone), I ask you, mighty Travel Tree, please take me to (destination)."

If the trees are feeling friendly, they will send you to your destination. Since Kale broke the magic bond of Merlin's Jewel box, the Travel Trees have not been feeling very well. The outbreaks of wild magic are giving the trees massive heartburn.

On top of that, Kale uses her Dark Stone to force open Travel Tree doors whenever she feels like it, without even asking! Such rudeness and inconsiderateness is making the Travel Trees sick. As the Travel Trees weaken, riding the wild magic becomes more and more dangerous.



8) LIFE IN NEW CAMELOT

The city of New Camelot is a grand city dedicated to preserving beauty, where people pride themselves on creative achievement and where skills in crafts, arts and trades are revered and handed down from generation to generation. Everyone in New Camelot encouraged to accomplish their best and realize their true potential.

Craftsman are encouraged to show and sell their handiwork in the Market Square and the Craft Fairs which are frequent and plentiful. Craft Fairs are more like fabulous outdoor parties, held in the magnificent gardens of the Crystal Palace. Like a renaissance carnival, farmers, tradespeople, craftspeople and artisans come to exchange goods and catch up on the latest gossip. Singers entertain, and everyone dances. Even the animals participate, celebrating the joy and harmony of Avalon.

The diverse people of New Camelot are happy and have a great love of music, songs and singing. Songs must be sung with emotion and feeling to make good things happen. Weavers sing weaving songs and make great cloth, bakers sing baking songs and produce delicious baked goods, painters sing painting songs and produce wondrous works of art, builders sing building songs and build sturdy structures, fisherman sing fishing songs and catch many fish. Thus the produce and goods of New Camelot are considered to be the best in the lands and actively traded in the many Craft Fairs. Especially sought after are embroidery, candles, pottery, carved and painted jewel boxes, crystals, mossberries, lutes, ribbons, rugs, copperware, blankets, saddles, parchment books, furniture, leather goods, stained glass, and silks.

Children attend school as well as apprentice in craft guilds. Each child can apprentice in particular crafts that suit them. As part of their training, the children learn how to raise and care for the wonderful animals that live in the magical kingdom. The lucky youngsters who are chosen to bond with an animal and become Jewel Riders, train with their animals under the tutelage of the adult leaders. Children learn a code of ethics based on dedication and service as well as crafts of nature, wilderness survival, and arts and sciences.

a. The Crystal Palace

The Crystal Palace is built on the most magical site in all of the kingdom. It is the heart of Avalon and acts as a giant Enchanted Jewel resonating goodness outward across the lands.

From the Crystal Palace, the King and Queen, with the help of their advisors, oversee such matters as resource management (land, water, air, and magic), commerce and travel (trading goods between peoples and the transportation of same), currency exchange (frequently bartering), public works (road building and repair and management of the lands), and judicial review (resolution of civil disputes and criminal violations). Administrative officials from all over the kingdom oversee the workings of all this, and periodically come to the Crystal Palace for a review of the process and to discuss what can be done to makes things stronger.

The Crystal Palace is also where Enchanted Jewels are housed and collected, in the Jewel Keep. From the Enchanted Gardens, behind the palace, the Enchanted Jewels are assigned to the young people and animals in the glorious Friendship Ring ceremony. The Enchanted Gardens also houses a special ring of Travel Trees used to transport Jewel Riders across the wild magic to other parts of the kingdom.

Each of our lead characters has a room in The Crystal Palace that they share with their animal best friend. The room is divided in half, one half for the animal in a stable, the other half, a room for the youngster. This accents the special bond between human and animal.

Queen Angelene manages the Crystal Palace like a good executive manages any busy establishment, keeping a tight rein over every detail. The Crystal Palace houses kitchens, dining rooms, stables, training grounds, and the Jewel Keep, where the Enchanted Jewels are kept until the right combination of child and animal are found to share it.

b. Craft Guilds

Avalon is a non-industrial society. There are no factories. The economic market is primarily one of barter and trade. People take pride in the quality of goods that are made. Craft skills are handed down from generation to generation and are taught in craft schools where apprentice programs are chosen by youngsters who show affinities for certain crafts. Creative expression is encouraged among everyone.

New Camelot is known throughout the land for the quality of craft schools. Young people who complete apprentice programs in craft areas receive badges to identify their skills and accomplishments.

Craft skill levels: Apprentice
Journeyman/woman
Master

Craft Fairs are held often where tradesman and woman come to show off their goods and barter their wears. These craft fairs are also great excuses for everyone to throw grand parties, which are especially relished by the young people. Musical performances and competitive sports are favorite activities at the fairs, as is singing and dancing. People and animals come from all over the land to attend Craft Fair parties.

Jewelry Craft

The Enchanted Jewels are famous throughout the kingdom for their wondrous powers. Every child dreams of one day being chosen to have an Enchanted Jewel and an animal best friend. The Enchanted Jewels inspire many craft masters, and jewelry craft is especially cultivated. Jewelry sold and bartered at craft fairs come in many shapes and designs, using beads, stone, clay, wood and gems.

Collection of the many different jewels and animal stones are a favorite pastime for the youngsters. The most sought after are jewels resembling animals and the Enchanted Jewels themselves.

c. Music

Music is intrinsically tied to the wild magic of Avalon. Music vibrates the air which excites the wild magic that flows everywhere. These musical vibrations stimulate magical energy which can be used by the Enchanted Jewels.

Musicians are especially respected because music and songs played and sung with conviction can increase the productivity and quality of the goods made. The more enthusiasm and feeling invoked by the music, the better the quality of goods.

The music works on many levels but one thing is for certain: Good music helps create good magic.

The spiritual bond and strong convictions of the animals and humans singing together or playing music together can always help a Jewel Rider turn wild magic to good.

With the music and magic all working together, Avalon will remain vibrant and strong.

9) STORY & MARKETING THEMES

Throughout the series, our young heroes and their animal friends will learn valuable life lessons, experience romance and ride into courageous adventures as they explore their fantastic world.

With its humor, drama, characters, music, and panoramic beauty, "Enchanted Jewel Riders" will have a broad appeal to young people, more than most other animated series for television.

a) Friendship

The importance of friendship is a key theme in all of our stories. Having distinctive "Enchanted Jewels" visually signifies the friendship bond between a youngster and his or her animal friend.

The animals of Avalon will display a fierce loyalty and an abundance of love, to teach children the true meaning of friendship. They represent graceful, beautiful, best friends to share secrets with; that love to be ridden, brushed, and groomed.

The cute, cuddly, and mischievous baby animals love to sing, play and be hugged.

b) The Friendship Ring

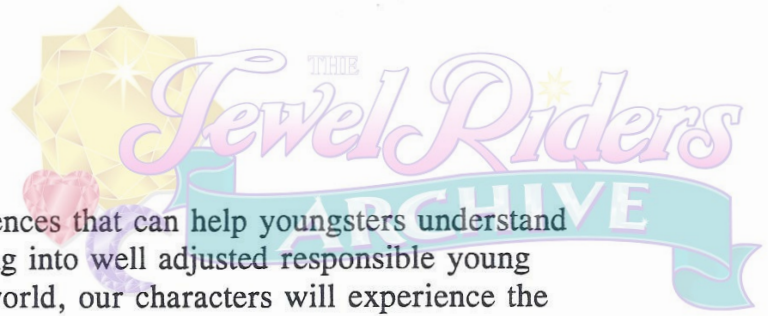
The underlying truth of the meaning and value of friends, destiny, and accepting responsibility are expressed in the Friendship Ring, a special and revered ceremony commemorating the bonding of a young person and an animal friend. It's moving philosophy is the major theme in the series - a theme that awakens an emotional response in all ages.

c) Teamwork

The Enchanted Jewels will not only be visually exciting but will also encourage teamwork. The more kids and animals that work together with their jewels, the stronger the power of magic they can command. Belonging to the Enchanted Jewel Riders means being part of an heroic group, and channeling energy to accomplish good things.

d) Sweet Innocence

The natural and wide-eyed charm of the animal characters, especially the baby animals, lend irresistible sweetness and fun to the series.



e) Maturation

Stories will feature learning experiences that can help youngsters understand the process of growing and maturing into well adjusted responsible young adults. Although set in a fantasy world, our characters will experience the same problems that any youngster would face on the road to maturity.

f) Responsibility

Our characters are clever and intelligent, however, they do make mistakes. They will learn through their mistakes to do the right thing and to accept responsibility for their actions.

g) Romance

From moonlit castle balls to budding romance in the mist enshrouded enchanted forests, scenes of epic beauty and romance are sure to touch young a girl's heart.

h) Humor

Humorous moments are plentiful in the series. From the pesky baby animals to Kale's wise-cracking weasel stooges, fun and funny bits will be sprinkled throughout every script.

i) Action/Adventure

The heroic adventures of the Jewel Riders always puts them in fast paced situations. From riding wild magic, to surfing the razor rapids, to coasting down the icy mountains, the action is always fast paced and exciting.

The excitement of light and sound emanating from the jewels also makes an exciting audio/visual presentation, full of special effects.

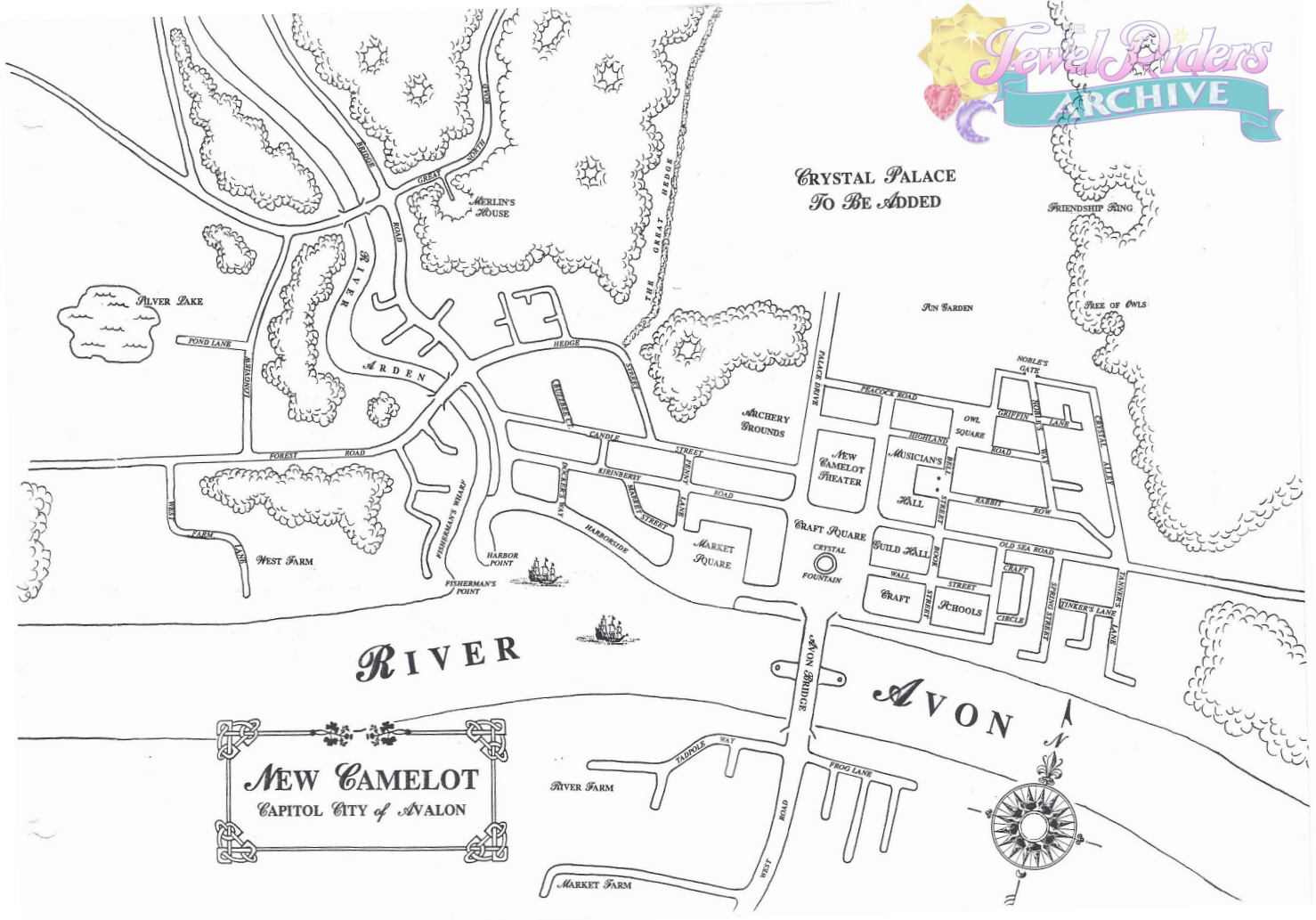
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CRYSTAL PALACE
TO BE ADDED



NEW CAMELOT
CAPITOL CITY of AVALON

