

SPACE

ACADEMY

*Greg  
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FORMAT & CHARACTERS

**FILMATION**  **N**  
STUDIOS

# S P A C E

## A C A D E M Y

THE TIME: THE FUTURE

THE PLACE: ABOARD THE SPACE ACADEMY, A FLYING UNIVERSITY, ALMOST CITY IN SIZE -- SELF-CONTAINED, SELF-SUFFICIENT WITH A POPULATION THAT NUMBERS IN THE THOUSANDS. IT IS HERE THAT THE NATIONS OF THE WORLD HAVE SENT THEIR FOREMOST ACADEMICIANS TO TEACH THE PROFESSIONS AND PHILOSOPHY THAT WILL BEST SERVE THE PEOPLE OF EARTH AND THE INHABITANTS OF OTHER WORLDS WHOM THE AGE OF SPACE MAY DISCOVER AND BRING TOGETHER...

IT IS HERE THAT WE WILL MEET THE STUDENTS WHO HAVE COME FROM ALL CORNERS OF THE WORLD. THEY ARE OF DIFFERENT COLORS, RELIGIONS, NATIONALITIES, BUT THEY ALL HAVE ONE THING IN COMMON. BEFORE BEING ADMITTED TO THIS HIGHEST SEAT OF LEARNING, EACH HAS DEMONSTRATED EXCEPTIONAL INTELLIGENCE, SKILL AND ABILITY, AND EACH HAS PASSED A BATTERY OF TESTS DESIGNED TO SELECT THE ONE IN TEN THOUSAND WHO SHOWED THE POTENTIAL RESOURCEFULNESS AND STAMINA THAT WOULD BE NEEDED BY THOSE CHOSEN TO LEAD THE WORLD AS IT ENTERS THE UNCHARTED AGE OF SPACE.....

FROM THE SPACE ACADEMY, OUR PRINCIPALS WILL EMBARK ON ADVENTURES INTO THE VAST UNKNOWN. FOR THESE JOURNEYS, THEY WILL USE A SMALL VEHICLE, "THE SEEKER", WITH WHICH THEY CAN TRAVEL TO, AND LAND ON, -- ANY OF THE PLANETS, ASTEROIDS OR OTHER SOLAR SYSTEMS THEIR MISSION REQUIRES.

IT IS OUR INTENTION THAT OUR STORIES, HOWEVER DIVERSE WILL ALL HAVE THE FOLLOWING IN COMMON:

1. THEY WILL BE STORIES OF ADVENTURE.

2. THEY WILL BE STORIES OF "PEOPLE". THE PROBLEM OR CRISIS WILL BE A CATALYSIS AND THE EMPHASIS WILL BE ON THE INDIVIDUAL, RATHER THAN THE EVENT.
3. OUR STORIES WILL BE "UP". OUR PRACTICAL NEED AND OUR FIRST DUTY IS TO SELL ENTERTAINMENT, BUT THERE IS NO REASON WHY OUR AESTHETIC NEEDS AND MORAL DUTY TO EDUCATE AND ELEVATE CANNOT ALSO BE SATISFIED. BY THEIR VERY NATURE, ANY STORIES OF SPACE ARE INHERENTLY SOCIALLY SIGNIFICANT. THERE IS NO REASON TO MORALIZE OR INTELLECTUALIZE. THEREFORE OUR STORIES OF ADVENTURE, COUNTERPOINTED WITH SUSPENSE AND HUMOR WILL NOT ONLY ENTERTAIN, BUT WILL ALSO, BY IMPLICATION, BE A MOST EFFECTIVE MEANS OF CARRYING A MESSAGE, -- WITHOUT CARRYING A SERMON.

## THE PEOPLE:

CHRIS "CHANCE" GENTRY

EIGHTEEN YEARS OLD, RUGGEDLY HANDSOME. HIS KEEN WIT AND SENSE OF HUMOR IDEALLY COUNTER-POINT THE DEEP DEDICATION HE FEELS FOR HIS WORK. FOR AS LONG AS HE CAN REMEMBER, CHRIS HAS DREAMED OF EXPLORING OUTERSPACE, OF BEING THE FIRST HUMAN TO SET FOOT ON AN UNEXPLORED PLANET, PERHAPS EVEN OF FINDING LIFE THERE. IN HIS FANTASYING, HE PICTURES HIMSELF AS ONE OF THE HEROES OF THE PAST: ALDRIN, ARMSTRONG, GAGARIN, CHRIS HAS LIVED AND RELIVED THEIR EXPLOITS A THOUSAND TIMES. AT THIRTEEN HE HAD BUILT AND SUCCESSFULLY LAUNCHED HIS OWN, RADICALLY DESIGNED ROCKET SHIP. THE FOLLOWING YEAR, HIS CONCEPT OF A NEW, SUB-MINIATURE COMMUNICATIONS SATELLITE, WAS ACCEPTED FOR TESTING BY THE INTERNATIONAL ACADEMY OF SCIENCE. IT WAS HOWEVER, HIS PAPER THEORIZING ON THE EXISTENCE OF INTELLIGENT LIFE IN OUTER SPACE, THAT WON FOR HIM, A SCHOLARSHIP AT THE SPACE ACADEMY...CHRIS IS AN ALL-AROUND ATHLETE AND AN INCREDIBLE RUNNER. HE HAS A PENCHANT FOR BRIGHT PIECES OF WARDROBE, PARTICULARLY SOCKS. HIS OTHER WEAKNESS IS GIRLS, -- AND MOST PARTICULARLY, ADRIAN PRYCE-JONES.

CHRIS IS AN ATHLETE, A LINGUIST AND HAS EARNED A REPUTATION AS BEING THE ACADEMY'S MOST PROFICIENT CADET PILOT.....

LAURA GENTRY

CHRIS' EIGHTEEN YEAR OLD TWIN SISTER. HER BLOND HAIR FRAMES A MADONNA LIKE FACE. SHE IS THE PICTURE OF GENTILITY AND RESTRAINT, -- BUT LOOKS CAN BE DECEIVING. LAURA IS IMPULSIVE, DARING, AN UTTER IMP, A BRILLIANT MATHEMATICIAN, A CONSUMMATE GYMNAST AND POSSESSES EXTRAORDINARY TALENT IN HER CHOSEN FIELD, THAT OF PSYCHOLOGY. THE RELATIONSHIP BETWEEN CHRIS AND LAURA IS ONE OF LOVE, RESPECT, -- AND COMPETITION! WHERE CHRIS CAN DO THE MILE IN THREE MINUTES, LAURA CAN DO A QUADRUPLE SOMERSAULT OFF THE HIGH BAR, -- AND WHEN CHRIS WON A GOLD MEDEAL IN THE GALACTIC OLYMPICS, IT WAS LAURA WHO GAVE HIM A VICTORY KISS AND THEN, GRITTING HER TEETH, WENT ON TO SET A NEW RECORD IN THE DECATHALON. THERE IS A VERY STRONG BOND BETWEEN LAURA AND CHRIS. EACH KNOWS THE OTHER'S VULNERABILITIES AND, AT TIMES, IS NOT ABOVE MAKING SPORT OF THEM, BUT EVEN WHEN DOING SO, THEIR TEASING IS ONLY A DISPLAY OF THE DEEP AFFECTION THEY FEEL TOWARD EACH OTHER.

AS VERSATILE AND RESOURCEFUL AS THESE TWO ARE INDIVIDUALLY, WHEN WORKING TOGETHER, THEY TAKE ON VERY SPECIAL POWERS. WHETHER IT IS INTUITIVE OR DEVELOPED IS NOT CERTAIN, BUT WHAT IS FOR SURE, IS THAT THESE TWINS ARE CAPABLE OF EXTRAORDINARY INSIGHT, EACH ABLE TO PROJECT HIS THOUGHTS TO THE OTHER. IN ADDITION, WHEN THEY ARE TOGETHER, THEY ARE ABLE TO GENERATE A FORM OF PSYCHOKINESIS AND TO MOVE OBJECTS AROUND.

CHRIS AND LAURA ARE THE STUDENT LEADERS ON THE SPACE ACADEMY, -- HERE ARE SOME OF THEIR FRIENDS.

TEE GAR SOOM

ONE OF THE ORIENT'S CONTRIBUTIONS TO THE SPACE ACADEMY. TEE GAR, OR "TIGER" AS HE IS BETTER KNOWN, IS A MEDICAL STUDENT, ENROLLED IN THE ACADEMY'S SCHOOL OF SPACE MEDICINE. HE HAS THE LEGENDARY LOOK OF THE INSCRUTABLE ORIENTAL AND THE PERSEVERANCE TO MASTER WHATEVER HE UNDERTAKES. HE IS A GOURMET COOK, HOLDS A BLACK BELT IN KARATE, POSSESSES ALMOST SUPER-HUMAN STRENGTH AND IS A STUDENT OF ASIAN PHILOSOPHY. HE IS CHRIS' CLOSEST FRIEND AND THE TWO ENJOY NOTHING MORE THAN TACKLING A PROBLEM TOGETHER. HE IS HOWEVER, MORE CONSERVATIVE THAN CHRIS AND FREQUENTLY FINDS HIMSELF ALLIED WITH ADRIAN IN TRYING TO MODERATE THAT WHICH HE FEELS IS IMPULSIVE ON THE PART OF THE TWINS. HE RARELY SUCCEEDS IN TALKING CHRIS OUT OF ANYTHING, BUT NEVERTHELESS HE GOES ALONG WITH HIM BECAUSE AS HE PUTS IT, "SOMEBODY HAS TO TAKE CARE OF YOU!"

PAUL JEROME

A PRODUCT OF ONE OF THE SPACE AGE'S FEW REMAINING GHETTOS. PAUL WAS AN ORPHAN AND HIS FIGHT FOR SURVIVAL TOOK THE FORM OF, "DOING UNTO OTHERS, BEFORE THEY DO UNTO YOU!" HIS STRUGGLE FOR AN IDENTITY LED TO AN INCREASING NUMBER OF BRUSHES WITH THE LAW. HIS PETTY CRIMES WERE ABOUT TO BECOME MAJOR ONES, BUT THEN FATE, IN THE PERSON OF PATROLMAN WILLIAM J. O'MALLEY, STEPPED INTO THE PICTURE. IT WAS O'MALLEY WHO HEARD THE CRY OF ANGUISH THAT CAME FROM WITHIN THE BOY, AND HE RESPONDED BY OFFERING LOVE AND UNDERSTANDING, -- AND RECEIVING LOVE IN RETURN. HE TAUGHT PAUL THAT BEFORE YOU CAN GAIN THE RESPECT OF OTHERS, YOU MUST FIRST RESPECT YOURSELF. HE INTRODUCED PAUL TO A WAY OF LIFE HE HAD NEVER KNOWN BEFORE, WHERE HONESTY WAS A VIRTUE, NOT A WEAKNESS, AND AS TIME PASSED, PAUL'S DESIRE TO EMULATE HIS FOSTER FATHER GREW STRONG. THEIR PROUDEST DAY OCCURRED WHEN PAUL WAS ACCEPTED AT THE ACADEMY AND ENROLLED IN THE SCHOOL OF LAW. IT WAS LAURA WHO FIRST BROUGHT HIM TO THE ATTENTION OF THE OTHERS. THEY IN TURN, RESPONDED TO HIS QUICK-WITTEDNESS AND HIS

PAUL JEROME, cont.

ABILITY TO GET A JOB DONE, HOWEVER DIFFICULT, AND HOWEVER UNORTHODOX THE MEANS.

WHEN PAUL FIRST CAME ACROSS AN ACCOUNT OF HOUDINI, HE BECAME INTRIGUED WITH HIS EXPLOITS IN MAGIC, ILLUSION AND PARTICULARLY HIS ABILITY TO ESCAPE FROM SEEMINGLY IMPOSSIBLE SITUATIONS. HE READ ALL THE AVAILABLE MATERIAL HE COULD FIND AND, AFTER COUNTLESS HOURS OF PRACTICE, NOT ONLY FIGURED OUT HOW THE TRICKS AND ESCAPES WERE PERFORMED, BUT HE WAS ABLE TO PERFECT MANY OF THEM. TO DATE HE HAS ONLY USED THIS ACCOMPLISHMENT TO ENTERTAIN HIS FRIENDS, BUT IN OUR STORIES HE WILL BE CALLED UPON TO USE THESE "POWERS" FOR FAR MORE URGENT REASONS.

ADRIAN PRYCE-JONES

18 YEARS OLD, A PRODUCT OF ENGLAND'S UPPER CLASS AND THE ACADEMY'S MOST PROMISING STUDENT OF SPACE GEOLOGY. SHE HAS A TRIGGER MIND, AMAZING RECALL AND A SENSE OF DEDICATION THAT BELIES HER AGE. ADRIAN IS THE "SQUARE" OF THE GROUP. HIGHLY PRINCIPLED, SHE IS THE LAST TO GO ALONG WITH ANYTHING NOT DIRECTLY RELATED TO THEIR STUDIES. HER HOBBY AND VOCATION ARE ONE AND THE SAME. TO HER, A FRAGMENT OF QUARTZ BECOMES A GEMSTONE AND, AS SHE DELVES INTO ITS PAST, BECOMES FAR MORE EXCITING THAN ANY DETECTIVE STORY. SHE IS AWARE OF CHRIS' INTEREST IN HER AND WHILE HER BEARING AND MANNER IS NORMALLY ONE OF ENGLISH RESERVATION, WHEN SHE OCCASIONALLY LETS HER HAIR DOWN, (LITERALLY AND FIGURATIVELY) SHE MAKES IT QUITE EVIDENT THAT CHRIS' FEELINGS ARE RECIPROCATED.

PEEPO

A YOUNG BOY OF PERHAPS THIRTEEN, -- AN EXTRA-TERRESTRIAL BEING. PEEPO WAS RESCUED BY OUR TEAM WHEN, ON A ROUTINE EXPEDITION, THEY RESPONDED TO A CALL FOR HELP AND FOUND HIM ORBITTING IN OUTER SPACE. HE WAS BROUGHT BACK TO THE ACADEMY WHERE HE BECAME EVERYBODY'S MASCOT. HE WORSHIPS CHRIS AND FOLLOWS HIM AROUND LIKE A PUPPY. HE IS BRIGHT AND ARTICULATE (PICKING UP THE LANGUAGE WAS NO TASK FOR HIM BECAUSE OF THE ADVANCED STATE OF HIS INTELLIGENCE.) HE IS HOWEVER, A BOY AT HEART AND IS CONSTANTLY TRYING THE PATIENCE OF THE OTHERS WIT HIS INQUISITIVENESS AND HIS PENCHANT FOR GETTING INTO MISCHIEF. IT IS HOWEVER, ALMOST IMPOSSIBLE TO BECOME ANGRY WITH HIM. HE IS CAPABLE OF CERTAIN SUPERNATURAL POWERS. FOR EXAMPLE, HE CAN MAKE HIMSELF INVISIBLE, SOMETIMES! THE PROBLEM IS THAT HE USUALLY BUNGLES IT, LEAVING A PAIR OF LEGS OR AN ARM VISIBLE, BUT HE IS WORKING ON IT.

PEEPO DOES NOT KNOW WHERE HE CAME FROM, BUT HE IS CONSTANTLY TRYING TO FIND OUT. EACH EXPLORATION PRESENTS ANOTHER OPPORTUNITY FOR HIM TO INVESTIGATE, AND WHILE EACH HAS PROVED FUTILE TO DATE, PEEPO LOOKS FORWARD TO THE NEXT TRIP AND THE CHANCE THAT MAYBE THEN HE WILL FIND HIS ROOTS.

SPARKY

A ROBOT WHO FREQUENTLY ACCOMPANIES THE CADETS ON THEIR MISSIONS. SPARKY'S EXPERTISE IS IN NAVIGATION, BUT HE IS ALSO A COMPUTER, EVER READY TO ANSWER THE TEAM'S MOST COMPLEX QUESTIONS. HE HAS A VOICE THAT FALLS SOMEWHERE BETWEEN NED SPARKS' AND CLIFTON WEBB'S. HIS "FACE" IS A SQUARE CATHODE TUBE WHICH, AS HE SPEAKS, DISPLAYS AN OSCILLATING WAVE PATTERN. SPARKY IS MOBILE, METHODOICAL AND VIRTUALLY NEVER WRONG. IT IS THIS LATTER QUALITY WHICH HAS CAUSED PEEPO TO LOOK UPON HIM AS A NATURAL ENEMY. PEEPO IS CONSTANTLY CHALLENGING HIM. THE FACT THAT PEEPO HAS NEVER WON, ONLY SERVES TO INFURIATE HIM EVEN MORE.

IN LINE WITH THE INTENTION OF UTILIZING HUMOR AS A PRIMARY REQUISITE OF THIS SERIES, THE RELATIONSHIP BETWEEN PEEPO AND SPARKY SHOULD BE OF CONSIDERABLE VALUE.

ISAAC GAMPU

INSTRUCTOR IN "SPACE HUMANITIES" AND FAVORITE OF THE STUDENTS. PROFESSOR GAMPU ("ISAAC" TO HIS CLASS) WAS THE ONLY CHILD BORN ON THE PLANET, ARCTURUS II, DURING THE BRIEF ATTEMPT AT COLONIZATION TWO HUNDRED YEARS AGO. THE SETTLERS HAD BEEN THERE LESS THAN A YEAR WHEN THE PLANET WAS SHAKEN BY A MASSIVE EARTHQUAKE. IT SHIFTED IN ITS COURSE AS GIANT PORTIONS OF ITS MASS FELL OFF INTO SPACE. THE SMALL GROUP OF COLONISTS, (THE VANGUARD OF A LARGE IMMIGRATION) WERE LIFTED OFF AND RETURNED TO EARTH JUST BEFORE THE PLANET DISINTEGRATED. ISAAC SOON DISPLAYED SIGNS OF GENIUS BUT IT WAS NOT UNTIL LATER YEARS THAT IT BECAME EVIDENT HIS AGING PROCESS HAD SLOWED DOWN SO AS TO BECOME ALMOST IMPERCEPTIBLE. HE WAS SUBJECTED TO EXHAUSTIVE TESTS BY THE MOST EMINENT DOCTORS AND SCIENTISTS. THEIR FINDINGS WERE INCONCLUSIVE BUT THEY THEORIZED THAT ISAAC HAD BEEN EXPOSED TO SOME UNKNOWN SUBSTANCE AT THE TIME OF HIS BIRTH. LIKE PONCE DE LEON'S FOUNTAIN OF YOUTH, THIS SUBSTANCE HAS GIVEN ISAAC THE LOOK OF A MAN ONE TENTH HIS AGE.

GAMPU IS AN IDEALIST, AN OPTOMIST WHO VIEWS THE NEW FRONTIERS OF SPACE AS MAN'S GREATEST OPPORTUNITY, AND HE HAS CONVEYED THIS FEELING TO HIS STUDENTS. THEY ARRIVE IN CLASS LONG BEFORE THEY ARE DUE, AND STAY LONG AFTER THE BELL SIGNALS THEIR DISMISSAL. THEIR TEACHER HAS IMBUED IN THEM A HUNGER TO LEARN, AND WHETTED THEIR APPETITIES WITH THE PROMISE OF WHAT LIES IN STORE FOR THOSE PREPARED TO MEET THE CHALLENGE. AND PREPARE THEY DO, CONSTANTLY PERFECTING THEIR MINDS AND THEIR BODIES AS THEY IMPATIENTLY AWAIT THE OPPORTUNITIES OF SETTING FORTH ON MISSIONS OF MERCY, OF EXPLORATION, OF ADVENTURE.....

ISAAC, AS THE AVISOR OF CHRIS AND LAURA'S TEAM, WILL SOMETIMES ACCOMPANY THEM ON THEIR MISSIONS....

THE SPACE ACADEMY

AN ENORMOUS SPACEPLATFORM WHICH HOUSES SEVERAL THOUSAND PEOPLE AND CONTAINS AN ENORMOUS UNIVERSITY, NUMEROUS LAUNCH PADS, LANDING FIELDS, VARIOUS ENVIRONMENTS AND ALL MANNER OF SUPPORT VEHICLES AND SERVICES THAT ENABLE THE SPACE ACADEMY TO CARRY OUT ITS MISSION OF PROVIDING A PERMANENT BASE FROM WHICH IT CAN PUSH MAN'S FRONTIERS EVER OUTWARD.

THE INTERIOR OF THE UNIVERSITY IS A LABYRINTH OF CLASSROOMS, EXPERIMENTAL LABORATORIES AND CORRIDORS WHICH LEAD THROUGHOUT THE WHOLE PLATFORM.

PERMANENT SETSPROFESSOR GAMPU'S CLASSROOM

A CLASSROOM OF THE FUTURE. A LARGE PROJECTED MAP OF THE SKIES SHINES ACROSS THE CEILING. THE CHAIRS IN THE ROOM RECLINE SO THAT THE STUDENTS CAN LEAN BACK AND LOOK UP AT THE TRAVELING IMAGES. ONE SIDE OF THE ROOM OPENS TO A LUSH BOTANICAL GARDEN, THE OPPOSITE WALL HOUSES A LONG SERIES OF MONITORS AND A PROJECTION SCREEN.

A CURVED CORRIDOR

WITH A FEW DOORS STAGGERED ON BOTH SIDES.

LIBRARY/LOUNGE AREA

A GATHERING PLACE FOR THE CADETS WHICH, BY TACIT AGREEMENT, IS OFF-LIMITS TO THE FACULTY.

PERMANENT SETS, cont.THE SPACE ACADEMY CONTROL ROOM

THIS WILL BE ONE OF OUR MOST IMPORTANT SETS AND WILL WORK IN VIRTUALLY ALL OF THE SHOWS. IT IS HERE OUR YOUNG TEAM WILL RECEIVE THEIR INSTRUCTIONS ON EACH WEEK'S MISSION AND IT IS HERE THAT THE OFFICIALS AND GAMPU, (WHEN HE IS NOT ACCOMPANYING THEM,) WILL KEEP IN VISUAL AND AUDIBLE CONTACT WITH THE CADETS AND WITH THE SEEKER.

THE ROOM IS LARGE AND UNCLUTTERED. IN THE CENTER SITS THE PRIMARY MONITOR WHICH DISPLAYS THAT WHICH LIES AHEAD OF THE SPACE ACADEMY AS IT HURTTLES FORWARD. THREE CHAIRS STAND IN FRONT OF THE MONITOR. THE CENTER ONE IS DOMINANT. IT STANDS HIGHER THAN THE OTHER TWO AND IT IS MORE LUXURIOUSLY UPHOLSTERED. THIS IS THE COMMANDER'S SEAT. TO HIS LEFT SITS THE PILOT, TO HIS RIGHT, THE NAVIGATOR.

ONE WALL IS FILLED WITH COMPUTERS WHICH PERIODICALLY FLASH THEIR MULTI-COLORED LIGHTS. THE OPPOSITE WALL CONTAINS TWO BANKS OF MONITORS. THE FORWARD NOSE AND CEILING CAN SLIDE BACK TO REVEAL A LUCITE SHELL THROUGH WHICH ONE CAN VIEW THE SPECTACULAR SIGHT OF BRILLIANT STARS AND PASSING PLANETS. THE ROOM IS PAINTED IN WIDE PANELS OF ALTERNATING PASTEL COLORS. THE DOORS OPERATE ON PROXIMITY SWITCHES WHICH OPEN AS ONE APPROACHES, THEN CLOSES QUICKLY BEHIND. CARPET SHOULD BE LAID IN THIS SET TO HELP KEEP FOOTSTEPS AND AMBIENT NOISE TO A MINIMUM AND THUS CONTRIBUTE TO THE FEELING THAT THE NERVE CENTER OF THE SPACE ACADEMY IS, DESPITE ITS ABUNDANT ACTIVITY, THE EPITOME OF EFFICIENCY.

EXTERIOR CONTROL ROOM (Possibly part of CORRIDOR)

THIS IS THE ENTRANCE TO A HIGH SECURITY AREA AND SHOULD REFLECT BOTH THE IMPORTANCE OF THE OPERATIONAL CONTROL AS WELL AS THE SOPHISTICATION OF THE EQUIPMENT REQUIRED TO GUARD IT. FOR EXAMPLE, IT WOULD BE INTERESTING IF A PERSON DESIRING ENTRANCE WOULD, IN ADDITION TO HAVING AN I.D. BADGE, BE REQUIRED TO SPEAK INTO A VOICE PRINTER. WE WOULD SEE THE PATTERN AS A COMPUTER VERIFIED (OR REJECTED) THE REQUEST TO ENTER.

LAUNCHING PAD

THIS IS WHERE THE "THE SEEKER" IS DOCKED AND WHERE OTHER SPACE VEHICLES ARE IN EVIDENCE. IT IS WHERE OUR TEAM WILL BOARD PRIOR TO TAKING OFF ON A MISSION AND WHERE THEY WILL DISEMBARK UPON THEIR RETURN. IT WILL BE A VALUABLE SET TO USE AS A MEETING PLACE FOR OUR PRINCIPALS WHEN THEY WANT TO BE ALONE, AND AWAY FROM THE AUTHORITY PRESENT IN THE CLASSROOM AND THE CONTROL AREA.

THE SEEKERINTERIOR

THIS VEHICLE WILL BE USED BY OUR TEAM AS THEY TRAVEL TO AND FROM THEIR VARIOUS TRIPS IN OUTER SPACE. WE SHALL DISCUSS THIS LATER, BUT IT IS MY FEELING THAT THE SHIP SHOULD BE AT LEAST TWO COMPARTMENTS AND INASMUCH AS WE WILL BE ON BOARD THE SHIP IN VIRTUALLY EVERY STORY, IT MUST BE LARGE ENOUGH TO ALLOW THE STAGING OF SCENES THAT WILL NOT HAVE A STATIC QUALITY.

EXTERIOR

A PORTION OF THIS WILL BE AT THE LAUNCH PAD ABOARD THE SPACE ACADEMY. WE SHALL ALSO HAVE A MODEL OF THE SEEKER AND WILL STOCK SOME GENERAL FLY BYS, (FLYING UP; STRAIGHT AND LEVEL; FLYING DOWN; HEADING TOWARD A PLANET; LEAVING A PLANET, ETC.) IN ADDITION, CUSTOM SHOTS WILL BE FILMED FOR THOSE STORIES WHICH CALL FOR SPECIFIC ACTIONS.

"GREEN SET"

ONE OF OUR PROBLEMS WILL BE IN FINDING SUITABLE EXTERIOR LOCATIONS THAT APPROXIMATE THE TERRAIN THAT EXISTS, (AND IS SO FAMILIAR TO ALL) ON THE MOON, MARS, -- AND PROBABLY OTHER PLANETS. A PARTIAL SOLUTION MIGHT BE IN BUILDING A SO CALLED "GREEN SET" IN THE CANOGA PARK STUDIO. WE WOULD AUGMENT THIS BY SHOOTING SUFFICIENTLY VARIED ORIENTATION SHOTS IN A LOCATION LIKE RED ROCK CANYON. (THESE SHOTS WOULD IN EFFECT BE "STOCK" AND WOULD CONSIST OF OUR PRINCIPALS WALKING THROUGH, INDIVIDUALLY RUNNING, ETC.) THE ORIENTATION SHOT WOULD ESTABLISH THE AREA AND WE WOULD THEN BE ABLE TO CUT TO THOSE SCENES WHICH WERE FILMED IN THE STUDIO. IN ADDITION, WE WOULD SET UP A LIBRARY OF MINIATURE SHOTS, IN MATCHING TERRAIN, OF THE SEEKER AS IT: LANDS, TAKES OFF, CIRCLES, ETC. WE WILL ALSO BE ABLE TO SHOW OUR PRINCIPALS EXIT AND ENTER THE SHIP THROUGH THE BLUE SCREEN TYPE PROCESS OR THROUGH SEVERAL OTHERS, -- AGAIN, DEPENDING ON WHETHER WE ARE SHOOTING TAPE OR FILM.

THESE THEN, CONSTITUTE OUR PERMANENT SETS. OTHERS WILL BE BUILT FOR INDIVIDUAL STORIES.

## THE MISSION

SPACE ACADEMY IS THE STORY OF A GROUP OF YOUNG PEOPLE OF THE FUTURE AND OF THE SPECIALIZED TRAINING THEY RECEIVE IN ORDER TO MEET THE UNIQUE PROBLEMS ENCOUNTERED IN THE AGE OF SPACE.

ALTHOUGH THEY LIVE IN A TIME WHEN MAN'S TECHNOLOGICAL PROGRESS HAS EXCEEDED HIS WILDEST DREAMS, THEY STILL FACE THE UNKNOWN AS THEY REACH OUT TO FATHER STARS AND GALAXIES.

OUR STORIES WILL DEAL WITH CHRIS AND LAURA GENTRY AND THEIR FRIENDS WHO, TOGETHER WITH THEIR ADVISER, ISAAC GAMPU, CONSTITUTE THE BLUE TEAM OF THE SPACE ACADEMY. WE WILL BE WITH THEM FROM THE TIME OF THEIR FIRST, "SOLO" FLIGHT THROUGH THEIR ADVENTURES ON THOSE PLANETS AND PLACES THAT RANGE FROM THE UNINHABITED, TO THE COLONIZED, TO THOSE THAT CONTAIN ALIEN BEINGS AND STRANGE ANIMALS.

OUR YOUNG PEOPLE ARE NOT MISSIONARIES, THEY ARE EXPLORERS -- HUNTERS IN PURSUIT OF KNOWLEDGE AND ADVENTURE. AS THEY LEARN, SO SHALL WE -- AND THEIR THRILLS, EXCITEMENT AND SUSPENSE WILL NOT BE THEIRS ALONE, FOR WE TOO WILL SHARE.

## SUPERPOWERS

CHRIS AND LAURA, WHEN TOGETHER, HAVE THE ABILITY TO EXERCISE THE POWER OF PSYCHOKINESIS. IN ADDITION, THEY HAVE THE ABILITY TO "READ" EACH OTHER'S MIND, TO PROJECT A THOUGHT. LAURA HAS THE POWER TO COMMUNICATE WITH ANIMALS. IT IS UNLIKELY THAT WE WILL NEED ANY ADDITIONAL SUPERPOWERS FOR OUR PEOPLE INASMUCH AS THEY WILL BE SURROUNDED WITH THE MACHINES AND HARDWARE OF THE SPACE ERA, WHICH WILL BE WONDROUS ENOUGH.

WHEN THEY ARE ASSIGNED A MISSION, CHRIS AND LAURA WILL CHOOSE OTHERS (WHO HAVE SPECIAL EXPERTISE OR GIFTS) TO ACCOMPANY THEM.

WARDROBE

A STYLIZED, COLOR JUMPSUIT IS CURRENTLY BEING DESIGNED THAT SHOULD PROVE TO BE ATTRACTIVE AND FUNCTIONAL. WHILE IT COULD WORK AS A UNISEX GARMENT, AN ABBREVIATED SKIRT, IN MATCHING COLORS (TO THE JUMPSUIT) IS ALSO BEING DESIGNED.

TO AVOID THE ENCUMBERANCE OF A SPACE SUIT AND HELMET WE SHALL INTRODUCE EITHER A NECKLACE OR A WRIST BAND WHICH, WHEN PUT ON AND ENERGIZED, WILL PROTECT THE INDIVIDUAL IN SPACE, AS WELL AS IN ALL ENVIRONMENTS.

SUMMARY

"BIBLES" ARE AT BEST, ONLY A STATEMENT OF INTENTIONS, TOO OFTEN HELD TOGETHER BY PLATITUDES, AND FILLED WITH CLICHES AND WISHFUL THINKING. LEST WE BE GUILTY OF THAT, LET US SUCCINTLY LIST THE REQUISITES OF OUR SERIES:

OUR STORIES MUST BE IN THE SCIENCE FICTION ADVENTURE GENRE.

EACH MUST HAVE A VERY STRONG "INDIVIDUAL CHARACTER" INVOLVEMENT, (IN MOST CASES ONE OF OUR RUNNING PRINCIPALS.)

EACH STORY SHOULD CONTAIN ELEMENTS OF LIGHTNESS AND COMEDY.

THIS THEN, CONSTITUTES OUR BASIC FORMAT, AND OUR "WISHFUL THINKING" FOR THIS VERY WORTHY SERIES. WITH YOUR HELP AND TALENT, WE CAN BRING IT TO FRUITION.....

ADDENDUM

IT IS MOST IMPORTANT THAT OUR STORIES TAKE FULL ADVANTAGE OF THE SPECIAL "POWERS" OR EXPERTISE OF OUR PRINCIPALS. WHEN THEY ARE DISPATCHED ON A MISSION IT IS BECAUSE THEY POSSESS SPECIAL POWERS. THE RESOLUTION OF OUR STORIES SHOULD BE DEPENDANT IN LARGE MEASURE, UPON THESE POWERS.

PEEPO'S ABILITY TO DISAPPEAR SHOULD BE USED VERY SPARINGLY. HE HAS AN ADDITIONAL POWER THAT SHOULD PROVE VALUABLE STORYWISE. HE HAS A KIND OF "X-RAY VISION" IN THAT HE CAN SEE THROUGH WALLS, OBJECTS, ETC. He CANNOT HOWEVER, SEE THROUGH METAL.

CHRIS AND LAURA CAN BE USED TO "AMPLIFY" THE POWERS OF THE OTHER PEOPLE. (FOR EXAMPLE, TEE GAR'S STRENGTH COULD BE INCREASED MANY TIMES OVER IF CHRIS AND LAURA "CONCENTRATED".)