

TITLE: Star Dragons**LENGTH & GENRE:** 30-min, galactic-spanning sci-fi/fantasy**TARGET AUDIENCE:** Fans of Dragon Con and the Mandalorian.**COMPS:** Pacific Rim meets Iron Man, in space, with dragons!**CREATED & WRITTEN BY:** Eric Brooks, <https://www.puppeteer.com>

When a group of space delegates, who have lost their worlds are pulled into an ancient Star Dragon war, they must conduct to meld their extra-sensory abilities to join the fight, reverse a prophecy and return home.

HOOK

By now, we're used to a story where a beautiful planet is destroyed by a 'planet-killing super weapon' yet, we haven't seen a story where a broken planet is repaired afterward from its pieces. In 'Star Dragons,' many artificial worlds exist, with engineers who design them however, one planet in particular - Leathos, has a special remote control with a powerful, otherworldly, star-born creature . The engineer who designs Leathos holds a special frequency to lock in an "orbital solar web" to stabilize it. When the planet transmits its stabilizer signal to the wrong points, the engineer must disassemble it to hide it, reboot it and confirm the points from the surface. In our story, a spirited boy, trapped inside his sleeping body, a handful of influential Star Dragons on both sides of the fight, and a group of downloadable soldiers, called "Delegates," must struggle to restore harmony to the universe by searching to discover, as well as reassemble the formerly broken planet pieces and end the Star Dragon war. Along the way, we'll see chilling enemies, loyal believers, and dangerous missions, as well as meet the wrongfully imprisoned, uncover the shapeshifters hiding in plain sight, and sympathize with the refugees who are caught in and coping with a surprise, abrupt war from another universe. As our cast of characters overcome their challenges, we'll see a broken world rebuild itself, a fabricated "prophecy" get reversed, and reconnecting a powerful love bond that is almost lost for good.

THE WORLD

Star Dragons is an alternative, Earth origin story: how it was made, who engineered its plan to be built in a space hangar, and deployed to planned, orbital spots near a chosen Sun, how what they did, set up the foundations billions of years ago, for the planet we know as Earth. Our goal is that our characters live and breathe, with the same emotional complexity and contradictions present in quality dramatic animations like "Coco," "The Lion King," and In this way, I hope to challenge our audience to connect with each character in Star Dragons as people and personalities. None of our characters are born into greatness, until one greedy Star Dragon cracks the code and

tries to keep it for himself. Otherwise, greatness has been thrust upon them, either by way of technology, acuity, or suffering inflicted on others. They are not elite yet they must learn to work together if they are to win, because their ranks are sorely outnumbered. They are three different groups of people from two different universes, ensnared in a massive crisis for both sides and each one, doing working their hardest to band together, and survive it as best they can. They are otherwise, you and me. Long ago, yet not so far away, a power-hungry, Star Dragon pirate named, NEREZZA, creates a special frequency that alters stars to produce special metal and glass, which he harvests and leaves the stars to die. He recruits a nonverbal mule and a clever weapons maker to build a black market of star parts. When his people’s Elders call on him to stop, he uses his frequency to open a dangerous portal, phasing parts of his homeworld, some of his people, and altered stars into our universe, breaking his frequency in the process. Survivors on both sides of the phase try to preserve impacted life. An artificial, sanctuary planet, a wrongfully accused Star Dragon, and a multi-sensory child rise carry the resistance’s last hope to end the war. Our story follows three casts of characters: 1. *Star Dragons*—sophisticated, reptilian characters in conflict with their own kind 2. Smaller, cunning humanoid characters called *Liphe*, and 3. *Dangles*, half-sized, humanoids from the Star Dragon universe, possessing prodigious abilities. We begin our story with a beleaguered group of Liphe at the orbital confluence of the artificial planet, near the end of the saga when all hope is lost. We move through the past until we reach this scene again. To restore harmony, the Liphe elders must protect the boy, but he is stolen before he can be activated. Artificial planet, Leathos’ remote control breaks Leathos into pieces, so everyone wants to put those pieces together again in order that space creatures called, Saghnwurms can spin their orbital webs. Against deep effects of stunning, three-dimensional, pre-animated backdrops, we’ll see the expanse of space in wormholes, lakes of psychic tears, galactic algae blooms, and bioluminescent meteorites. Our casts must reassemble a broken planet before it’s too late. *Star Dragons* is an intertwined saga, where characters, planets, and ships have theme songs and the characters believe in a polytheistic belief system that worships God-like beings from both universes, each “God” with a musical-sounding name. Therefore, characters are likely to offer thanks to or ask blessings from “Aria,” “Cellian,” or “Celesian.” Who these “Lords” are and how many is not yet known, but they are akin to any number of Greek, Roman, or Egyptian gods of planet Earth. This is to frame that everyone’s soul comes from the same place, regardless of the bodies in which they live. Framed around the idea that ‘many go to great lengths to hide, yet only those who know them best can really see them,’ the characters of *Star Dragons* must find a way to work together in order to restore a broken world, reverse a dangerous prophecy, and return home.

About the Creator and why they want to tell this story

Our present is the current future of the distant past. All my life, I've wanted to tell a story so wide and deep, one medium wouldn't be enough. Ultimately, we want it to become a stunning, 30-minute animation series, as well as a VR game, both card and cardboard games, and other toys, to include hard and/or plush figurines, bedsheets, and lunchboxes. Like gravity, I needed 'something off to gravitate other in,' it would have to have a fictional concept of where Earth comes from, how it starts, and who made it possible. And because nothing is as it seems, let's just say that the Earth and Moon are two of five, artificial planets sent as safe places for refugees from other planets, in need of support, since a sudden war appears in our distant heavens, trapping us ever within reach of space dragon shadows, we must concert our efforts together to make a stand as one people, not warring in separate geographies...Growing up, my parents' house was 'the hangout for my friends. I don't have an "uncle Lucas," or a "cousin Cameron," but I *do* have a "grandpa Goucho" (Gene "Goucho" Ecker, Paramount, 1936-1976, Otto Preminger). During Goucho's visits, we would distress clothes, silk screen banners and props, make masks and puppet molds, and improvise set pieces to go toward a 'shoot.' He reminds me that dreams combined with the right imagination, sense of shared purpose, *can be made*, and never have to grow old, as long as the mastermind of the correct people in place to make it look like one for the books. In a time when our awareness of other species increases, our ability to move our society forward as we work to shine our light against the darkness, is more important than ever. Star Dragons is a story about love and how two, separated best friends reunite. It's about family and how although 'blood might be thicker than water,' it flows at different altitudes." It's about choosing the time to do what is always right and the wisdom to know the right time to do it. And it's about the transformative effects of suffering, and how depression enlightens oneself to draw toward balance in preparation for an uncertain future. Star Dragons is absolutely about how small, dedicated groups leverage more power toward a common cause, when they work together. Too much technology is dangerous. Not enough technology is dangerous! Home is where you create it, not just where you left it. And finally, it's how in order to bring light, something must endure to burn. Thank you for reading. I would love to bring Star Dragons into the human experience.

—Eric Brooks, Puppeteer, Songwriter, Story Creator

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