

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 use 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 broken by a 'super weapon' yet, we've not seen a story where we *put a broken world together again*. In the world of *Star Dragons*, 1. the beautiful planet is artificial, 2. has a remote control and 3. an engineer who designs it. In this multi universe, there are many artificial worlds however, one world in particular - *Leathos* - is significant, because it holds the key to a special frequency that can 1. Creates an orbital web for other planets to hang and 2. It is a sanctuary planet for displaced life. When *Leathos* is linked to the soul of the very first star to become sentient from the Star Dragon universe, havoc breaks loose and the engineer must hide the entire world, before it is found, by breaking it up with the remote control. However, the engineer doesn't know the planet is inhabited until just before he *vanishes*. We will follow four casts of characters—1. A spirited boy, trapped inside his sleeping body, who needs to wake up so that he can bring peace 2. Two Star Dragons in love, in search of one another 3. A tragically aligned Star Dragon, who wants to avenge the disappearance of his brother 4. And a group of downloadable soldiers or, “Delegates,” who must deliver the boy safely to his destiny as a broker of peace for the ancient Star Dragon war, without getting them all killed. Along the way, we'll see chilling enemies, loyal believers and dangerous missions. We'll release a wrongfully-accused prisoner, uncover shapeshifters hiding in plain sight, and join different tribes who are caught in the crosshairs of a war they never wanted. As they overcome their challenges, we'll see a broken world rebuild itself, an ancient Star Dragon war end, and the return of a true love that was almost lost for good.

THE WORLD

The Star Dragons have come from another universe when an artificial portal, created by NEREZZA, a corrupt and elusive Star Dragon, who's greed for power shattered the Star Dragon planet. Long ago, three, corrupt Star Dragons create an advanced, frequency causing regular stars nearby, to produce special, valuable drops of metal and glass. The unstable frequency phases a chunk of the Star Dragon planet (and surrounding stars) into our universe. A bloody war follows, as a resistance rises up to stop the madness. Those who resist, work against Nerezza to retrieve their stolen stars and planet and bring them home. Against the backdrop of deep and dynamic effects, we'll follow our characters along their journeys to put Planet *Leathos* together, to rebuild the frequency to attach the orbital web and return home. Blackholes, wormholes, lakes of psychic tears, galactic algae blooms, bioluminescent meteorites... We want to feel the weight and gravity of these anomalies in the expanse of space. *Star Dragons* is a World where

characters, planets and ships will have their own themes in a galactic-spanning and intimate saga. Framed under the activity of ‘scavenger hunting the world we need,’ we will reconstruct the fractured, parallel universes, and send everyone home.

About the Creator and why they want to tell this story:

All my life, I’ve wanted to tell a story so big, one creative media form wouldn’t be enough. At my core, I am a collaborator, communicator and idea generator. Growing up, my parents’ house was *the house* to hang out with my friends. T-shirt printing, mold making, set building for home videos were the norm. I don’t have an “Uncle Spielberg, or a “Cousin Lucas,” but I did have a “Grandpa Goucho” (Paramount Pictures, 1936-1976, under Otto Preminger - Goucho brought my uncles, Jimmy, Paul Ecker into the business, too!) who would visit once per year and whip up a ‘shoot’ with us. He reminded me that powerful dreams combined with human ingenuity, never have to grow old. ‘Star Dragons’ wants to be a graphic novel, a downloadable book, a multi-player video game, plus, a *30-min, science-fiction fantasy series for fans of Dragon Con and the Mandalorian*. In a time when our extra-terrestrial awareness increases, our ability to to move our society forward is more important than ever, as long we have access to the right pieces. The pieces of Star Dragons. Here’s to finding our own, “Key of Harmony.”

—Eric Brooks, Puppeteer, Songwriter, Story Creator

Special thanks: Darren Cogen, Chris Tyre, Susan Downs, Alicia Vail, Collette Brooks-Hops, Laurie Gilkenson, Patrick Dorsey, Sue Downs, Assfau Ali, Jeremy Dineen, Johari Hamilton, Garrett Gleason, Bonnie Solomon and Josefina Caneta.

THEMES:

Star Dragons is about love, family, awakening to your true self, having self courage, and the transformative affects of suffering on people. It depresses, enlightens, and keeps us moving toward the future. To bring light, something must endure to burn. Things are often not as they seem. Sometimes bad things happen to good people. Never underestimate the power of small groups. Too much technology is dangerous. Not enough technology is dangerous! Home is where you belong, just like everyone else.

Return to Star Dragons