

DEFENDERS OF THE EARTH

BIBLE

REVISED:
2/28/85
REVISED:
3/12/85
REVISED:
3/14/85
REVISED:
3/19/85

MARVEL PRODUCTIONS, LTD.

KING FEATURES ENTERTAINMENT

DEFENDERS OF THE EARTH

OVERVIEW

DEFENDERS OF THE EARTH is a new action-packed animated series starring many of King Features' most famous comic strip heroes, teamed with several exciting new characters, and brought together to fight the most important battle in human history!

MING THE MERCILESS, famous intergalactic villain from the planet MONGO, has set his evil sights on Earth! Mongo is a dying planet. It's resources are nearly depleted. In order to maintain and expand his evil empire, Ming needs a new, warmer, richer base of operations. Planet Earth fits the bill perfectly! Ming and his fantastic army -- in league with several of King Features' most infamous Earth villains -- have sworn to control or destroy the human race, preserving the planet and its resources for themselves!

It was that intrepid intergalactic adventurer, FLASH GORDON, who first learned of Ming's plan of conquest. Flash called upon the PHANTOM and MANDRAKE THE MAGICIAN, two of the greatest crimefighting heroes on Earth, to band together with him as: THE DEFENDERS OF THE EARTH!

Rounding out our cast of superstars are KIT WALKER, the Phantom's eighteen year old scientific genius son, JEDDA,

Flash Gordon's beautiful seventeen year old daughter, LOTHAR, Mandrake's soft-spoken but powerful Jamaican friend, L.J., (Lothar Junior), Lothar's street-wise eighteen year old son, KSHIN, a ten year old orphaned Oriental Earth boy, and FUZZY, a cute and cuddly ball of alien fur who gets into more trouble than a whole barrel full of Altarian Murflaps!

Seldom before has such an impressive line-up of crimefighters been assembled under one banner -- but never before has such a need existed!

But enough talk! The evil tyrant Ming is working overtime toward the destruction of everything we hold near and dear! Our duty is clear. The time is now. Fate has decreed that we are...

THE DEFENDERS OF THE EARTH!

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SETTING

The Defenders are headquartered at MONITOR, a fabulous technical wonderland designed by the Phantom's son, Kit Walker, the young Phantom-in-training. Within Monitor is virtually anything the human mind can conjure up, including DYNAK X, a very user friendly computer with a warm and sultry voice who can do just about anything you ask her to!

MONITOR is hidden within an ancient cave just outside CENTRAL CITY, somewhere in the United States. Central City is an encapsulation of Every Town, U.S.A., complete with an elementary school, high school, community college, library, malt shop, video arcades, a shopping mall, a small airport, a radio and TV station, and a military base. It is also home for about 50,000 diverse people.

The value of this mixing of the familiar with the extraordinary is in enhancing audience identification and rooting interest. This has been dramatically demonstrated in such blockbuster hits as "E.T.", "Superman", "Poltergeist", and many others. The acceptance of Central City as a normal, ordinary, everyday town will increase the sense of danger and adventure inherent in the idea of a powerful and evil alien force attempting to conquer all that we know and hold dear.

From their fortress just outside of Central City, the Defenders can monitor virtually every inch of Earth and most of nearby space. Every imaginable scientific gadget is at their command. The MONITOR is a world of fantastic technical possibilities, controlled by a very user friendly computer named DYNAK X.

DYNAK X is the most powerful and most advanced computer on Earth. Even vast military computers pale by comparison! With its magnificent, huge video readouts and scan screens, a massive network of satellite cameras, and a patch into every known information link on Earth, DYNAK X can call up virtually anything instantaneously!

The MONITOR is a true fantasyland for young imaginations! Nothing is as it seems! Monitor is filled with devices for making things smaller, or larger, or even invisible! Time and space can be made to stand still, or even speed up! Within the computer-lined walls of Monitor our imaginations can run wild! Of course, most of these devices are still in the experimental stage and cannot yet be used outside of Monitor.

And, as might be expected, Monitor is equipped with force fields, holographic mazes, sleeping gas, and several other very unpleasant surprises for any would-be intruders!

One of the most incredible rooms within MONITOR is the BATTLE SIMULATION ROOM. It is here that Kit Walker's computer genius shines its brightest! The most advanced holographic generators ever built have been combined with the most incredible computer programs ever written to produce battle simulations of uncanny realism!

Even the Defenders themselves sometimes forget that everything which happens within the Battle Simulation Room is only make believe!

Of course, the Defenders of the Earth only represent half of our show. The Dark Side of all this is ably represented by the most notorious villain in the entire Galaxy, a tyrant whose very name is synonymous with unspeakable villainy -- Ming The Merciless!!

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Far from Defenders' headquarters, deep inside an icy, uncharted mountain range, Ming the Merciless and his evil army operate ICE STATION EARTH, their power center and headquarters for world domination.

Ming, of course, is a formidable villain, a power-crazed Emperor of a doomed and dying planet. He has brought to Earth his most sinister henchmen and wizards, fully supported in their evil efforts by legions of Mongo soldiers, spies, and his huge android army of ROBOWARRIORS.

Ming's fortress is headquarters for his enormous fleet of space ships and air craft, and is protected around the clock by a network of sophisticated Robot technicians and warriors, as well as exotic and dangerous space creatures.

A large part of Ice Station Earth is devoted to Ming's ROBOLAB, where he is constantly designing and improving upon his already near-perfect Robots. Ming surrounds himself with Robots. Why? Because Robots, programmed by his own hand, are incapable of the kinds of lies, deceit and double-crossing treachery which forms the very fabric of Ming's existence.

Ming believes he can trust Robots. Indeed, Robots are the only things in the Universe which Ming does trust other than himself. Ming's Robowarriors, Robopilots, and Roboguards form the first line of defense for Ice Station Earth. Ming's maniac reliance on Robots is one of his weaknesses as well as one of his strengths. Robots are not always perfect -- and even a Ming Robot can be re-programmed!

From a story standpoint, Ming's Roboforce provides us with the means to increase the intensity of action. We can destroy as many Robots as we wish each episode and all we harm are a few nuts, bolts and gears!

Like the Defenders, Ming also must bow to modern technology and rely for a large part of his information and strategy on a giant, interactive computer -- the dreaded OCTON, the highly-evolved computer transported from the Planet Mongo for the war against Earth.

OCTON, like DYNAX X, has awesome technological features. It has similar huge monitor screens on which it plots battle strategy and formulates plans for the elimination of the Defenders! Like DYNAX X, OCTON has feeds into a vast space network as well as every information link on Earth.

While OCTON cannot control DYNAX X, it can steal and block information if it finds the source in time. In effect there is a mammoth computer/video contest going on between OCTON and DYNAX X. A contest which the two giant computers take personally!

As the heroes and villains battle with each other, their plans, progress and defeats will be charted and displayed by the spectacular computers.

Ming does not have a Battle Simulation Room, as the Defenders do. However, he does have a gigantic throne room, carved from the ice, from which he can call up whatever he wishes from OCTON.

All four walls plus the floor and the ceiling of the room can fluorece to life at the wave of a hand, becoming incredible view screens! Normally Ming only uses one huge wall as his window on the world. But when he wishes to bring his full regal force to bear on someone, every surface of the room can project whatever the Emperor chooses! All six surfaces of the room could project the same image -- or eight (or even more!) images could be projected simultaneously, pounding Ming's message home!

Within the throne room, Ming's ice throne responds to his thought commands and moves imperiously around the room.

Ming's most diabolic invention is his HALL OF INQUISITION! Within this room, prisoners are attached to his INQUISITOR -- a horrible device which drains them of their thoughts and memories, leaving them walking zombies!

CHARACTERS

THE PHANTOM

The second member of the Defender team is the mysterious PHANTOM.

Though now an integral member of the Defender team, the Phantom still maintains the Phantom cave in the Deep Woods of Africa and all the trappings of the original Phantom concept. We will want to take the Phantom back to his roots every few episodes, but we will never lose the mysterious side of the Phantom's mystique because --

-- because of the strange and incredible power which the Phantom possess...a power totally unique to any super crimefighter!

The Phantom, using the secrets taught to him by the Bandar natives of the Deep Woods, can visualize and draw upon the powers of certain jungle animals at need!

This is an exciting power, very visual in nature!

For the time being, the Phantom will be able to draw upon the powers of the following jungle animals: the cunning of the lion, the grace of the leopard, the strength of the rhino, the heart of the elephant, the speed of the gazelle, and the wings of the eagle!

If the Phantom requires the strength of a rhino to move an obstacle, he will concentrate and flash up the mental image of a rhino using his tremendous strength. This flash technique will be very exciting, consisting of extremely fast intercuts of the animal performing the feat which the Phantom needs with close ups of the Phantom's face!

Once the Phantom has flashed the raw animal power which he needs, he will then be able to draw upon that power himself. He will be surrounded by a glow, and will suddenly be able to move the object which the rhino could move. Or leap with the grace of a leopard. Or run short distances with the speed of a gazelle!

The Phantom will not overtly change his appearance or physically transform into any animal...rather he will draw upon the power or the strength or the ability of the jungle animal and be able to use those powers for a short time.

Built into the Phantom suit will be a thin membrane running from the legs to the arms of his costume, like the "wings" of a flying squirrel, which the Phantom will be able to use when he calls upon the gliding powers of an eagle.

The Phantom will also wear a very distinctive ring, which will allow him to leave his "calling card" wherever he

might go. Originally, in the comic strip, the Phantom had two rings, one with a skull, and the other with two crossed bones. The skull denoted someone who was evil, and the Phantom would leave this mark by bashing the bad guy with his fist. We're not going to do that.

Instead, Kit Walker, the Phantom's son, has modernized the Phantom's ring with space-age micro-circuitry. Now his ring can shoot a harmless, painless laser beam which will etch his good or bad mark into virtually any surface, from wood to human skin. On a person, the mark fades after anywhere from a few minutes to several hours, depending on the strength of beam the Phantom used.

As in the comics, the Phantom is in top physical shape. If he were to compete in the Olympics he would take virtually every medal the world has to offer.

But most of all, the Phantom is a man of few words, a man of romantic mystery. He glides in and out of the shadows virtually unseen. He is not a "joiner" and is the most aloof and independent member of our team, though when he has discovered anything important he shares it immediately.

His autonomous nature is frequently mentioned by other members of the team and the Phantom can even be the brunt of some good-natured teasing about it at times.

But whenever the Defenders need the strength or the animal cunning of "the ghost who walks", they instinctively turn to the Phantom!

MANDRAKE THE MAGICIAN

MANDRAKE THE MAGICIAN is the master of illusion! No one on Earth is more adept at hypnotic deception than the great Mandrake!

Mandrake's powers are truly formidable. He can project images directly into the minds of his enemies using the mental supremacy he has developed over long years of study.

He is also able to call upon the power of mind reading when conditions are right, though this power is not infallible!

He is the perpetuator of astounding feats of illusion on a gargantuan scale. It would not be beyond Mandrake's abilities to seemingly make the entire township of Central City disappear without a trace!

Mandrake is the Defenders' ultimate authority on anything involving magic, illusion, or the supernatural.

Mandrake is a very dapper character! He always wears a top hat, white gloves and tail coat, and carries a silver-tipped cane. He is very urbane, sophisticated, and worldly. He looks and acts like a character from a 1930's movie...like Carry Grant, or David Niven, or William Powell's Thin Man!

He has a definite air of the sophisticate about him, and even seems to be looking down his nose at others on occasion. But this is just part of his magical personality...his style more than anything else.

Mandrake moves in the best of circles. He is totally at home with the upper-crust of society. He loves the opera, the ballet, and opening nights on Broadway. Naturally you'll find him at Sardis afterwards!

Whenever the Defenders need to penetrate the creme d'la creme of the social set, or solve any problem revolving around magic or the occult, they immediately call upon Mandrake the Magician!

Mandrake's wit and sophistication are a perfect counter-point to Flash Gordon's boyish charm and innocence, and to the Phantom's strong, silent, and mysterious nature. When confronted with a totally dire situation, Mandrake will refuse to surrender to someone whose shoes aren't properly shined!

FLASH GORDON

Flash Gordon is a swashbuckling, square-jawed, all American hero! He's Errol Flynn on a space ship! He's Hans Solo and Luke Skywalker rolled into one! He's fearless, resourceful, clever, strong, and incredibly brave!

He's...FLASH GORDON!

Years of space travel as an intergalactic scientist-adventurer have made Flash Gordon the one citizen of Earth knowledgeable enough about Ming and the other worlds of our Galaxy to lead the struggle to save the Earth from extinction.

Flash has tangled with Ming on more than one occasion in the past -- and beaten him! There is a long-standing enmity between the two men. Flash knows and understands the twisted workings of Ming's mind better than any other person in the Galaxy.

Flash is also well acquainted with most of the other races of Ming's huge homeworld of Mongo, plus several hundred other alien races from hundreds of different planets spread across the Galaxy. The name Flash Gordon is known and respected on more worlds than any other single name in the Universe!

While our show will primarily take place on Earth and in nearby space, we should keep in mind that the Galaxy is an awfully big place, and Flash Gordon has friends -- and enemies -- throughout it.

Flash Gordon has a small fleet of space ships, privately built. His original ship was designed primarily by himself, but his current ships have been built in conjunction with Kit Walker, the genius son of the Phantom.

Through the Defenders, Flash has built a permanent Defender's Space Station in synchronous orbit around the Earth. This Space Station can serve as a base of operations when Flash is off Earth, as well as house DYNAK X's space monitoring sensors.

As might be expected, Flash Gordon's main role in our stories will be to handle those threats by Ming which are based in space. Flash Gordon is in his element in the void of space or on alien landscapes.

LOTHAR

Lothar, the big, muscular but soft-spoken black Jamaican is Mandrake's long-time friend and assistant.

Lothar speaks with that charming, melodious, wonderful Jamaican accent -- but his fists can drive railroad spikes! Lothar is a school-of-hard-knocks practical character.

Lothar, in effect, acts as a buffer, an insulator between the snobbish Mandrake and the real world.

Lothar is much more than Mandrake's friend and assistant. He is also a military genius. He can plan down to the last detail for anything from single combat up to galaxy-size battles!

He's a combination of Jamaican Ninja, heavyweight boxing champ, and psychological warfare specialist.

Lothar is a nice, easy-going, relaxed, humorous character -- until anyone crosses his (or any other Defender's) path! Then...watch out!

These four "older" members of the Defenders team have known and respected each other for years. They are peers, colleagues, and their easy banter reflects their casual,

mature outlook on their work. They are a joy to watch and a delight to listen to.

But they aren't the only members of our Team. We also have three younger, slightly less experienced, but no less dedicated front-line recruits -- JEDDA, Flash Gordon's beautiful and talented daughter, KIT WALKER, the young genius son of the Phantom, and L.J., Lothar's street-wise, hip son.

In addition, we have two more would-be members of the Defenders: KSHIN, a little ten year old orphan boy with giant dreams of one day becoming a full-fledged Defender of the Earth, and Fuzzy, the cute blue alien mascot of the Defenders!

These younger Defenders add the spark and pep to our group. They represent the new technology. They are the computer generation. They don't always see things exactly as their "elders" do -- but very often their ideas are better and faster and more direct than the tried and true methods of their mentors!

We will feature these younger Defenders slightly more than we do our older team members. They will not be reactors to situations -- they will be the driving force behind much of our action. Their skills and their ideas are respected and sought by the older Defenders. These younger members of the team are the ones our

younger audience will most identify with and most want to emulate!

JEDDA

JEDDA is flash Gordon's beautiful seventeen year old daughter. Jedda's Mother was the breathtakingly stunning Empress of CEREBRA, the planet of Psychics. Tragically, Flash's wife died shortly after giving birth to Jedda, but the young Princess inherited from her Mother several super powers!

Jedda's powers are limited and diluted by the fact that she is only half Cerebran. One power she seems to have lost entirely is teleportation. But she has retained her psychic powers of telepathy and precognition, allowing her to merge her mind with others at a distance, and allowing her to glimpse (however imperfectly) future events.

She also has a limited power of telekenesis -- the ability to move small objects by the concentration of her will! She cannot move a boulder the size of a house, nor can she stop a speeding freight train. She could, however, if allowed to concentrate, move a pencil, or a glass of water...or throw a switch on a nearby control panel!

These powers are very special to Jedda. They came to her from her Mother and she treasures and nurtures them.

Even though Jedda's Mother is dead, her presence is still felt quite clearly by the young half Cerebran girl.

Much as Obi Wan Kanobi appeared to Luke Skywalker after the Master's death, Jedda's mother's "spirit" will appear to Jedda during times of stress and when seeming impossible decisions must be made, offering help, guidance, and comfort to the girl.

Jedda spent her early years traveling through space with her Father, gaining both a formal and a practical education unobtainable in any other way. Even though she is a Princess on her home world, Jedda has elected to join her Father on Earth in order to battle the hated Emperor Ming!

As is common, Fathers have a tendency to baby their children and to over-protect them. Flash Gordon is no exception. We won't over-play this, but we should keep in mind that under certain very dangerous situations, Flash may still look upon Jedda as his little girl who needs his advice and protection -- rather than as the very capable young woman she is.

This will cause a little friction at times, but Jedda generally takes it in stride; she is secure in the knowledge that she is no longer a child. Her ideas and actions are very important to the success of the Defenders' efforts, and she knows it.

In spite of her training in science and her lifelong

familiarity with virtually every type of extraterrestrial, Jedda remains a "normal" young woman with a highly-developed sense of right and wrong, a thirst for justice which matches that of her Father, a traditional respect and love for Flash and the memory of her late Mother, plus a young woman's interest in and desire for romance. In this case, her romantic aspirations are echoed by another member of the Defender team, Kit Walker.

KIT WALKER, THE YOUNG PHANTOM

In the 400 year history of the Phantom, tradition dictates that the son carries on the role from his father. This tradition continues even today.

Kit Walker, besides being a computer and electronics genius, is also the son of the Phantom, and as such is the Phantom in training, as it were. One day young Kit Walker will take up the reigns and perpetuate the myth of "the ghost who walks".

For the present, however, his fantastic computer and scientific skills are more useful to the Defenders than his training as the Phantom.

The Monitor is Kit's baby; he designed and built virtually every circuit within the vast technological wonderland. Kit's knowledge goes far beyond simply understanding and running computers -- he can repair or design virtually any technical gadget we need!

The Defender team relies heavily on Kit's computer skills and his general technical knowledge.

Like his father, Kit also has a special Phantom ring. Kit's ring, however, instead of branding things like his father's, acts as a key, an electronic fingerprint which

allows him -- and him alone -- to access certain files within DYNAK X. His special ring fits perfectly within a small scanner on the computer console, unlocking the deepest mysteries and power within the mainframe's circuits!

Kit finds Jedda extremely attractive. And the feeling is mutual. We will show this in many small ways. However, the almost constant pressure they are under makes any real, sustained relationship very difficult.

And we should not think of them as officially "going steady". In fact, a very good subplot might involve Jedda or Kit becoming attracted to someone else for a short time. And the other party becoming jealous.

This is a dynamic relationship, full of all the promise and pitfalls of any relationship between a young man and a young woman.

Kit and Jedda make a handsome team. They work well with each other, Jedda's intuitive nature dovetailing perfectly with Kit's hard and fast technology.

It must be stressed that both Kit and Jedda are very active members of the Defender's team, on an equal footing with the older Defenders. That goes for L.J., as well.

L.J.

L.J. is Lothar's eighteen year old son. He is the street-wise, hard-edged side of our younger team. While Kit has spent most of his time immersed in technology, and much of Jedda's life has been spent in space, L.J. has been going to school (a top honor student) both in the classroom and on the streets of Earth!

L.J. stands for Lothar Junior. But his friends always call him L.J.!

When dealing with street people, or the fringe criminal element, or any time when it suits his purpose, L.J. speaks with a lilting, sing-song Rastafarian Jamaican accent. Normally, though, his speech is extremely well educated, with just a touch of the Oxford English Jamaican accent, like his father's.

L.J. knows how to get things done. He knows how and where to get just about anything! He's got connections to everything! And he knows how to talk a good game!

L.J. is one of those personable guys who gets along with everyone. He's a great athlete at school as well as being head of the debate team! He's equally at home in the back alleys of Central City or at the Mayor's dinner party.

He's clever, witty, and has the instincts of a winner!

We like L.J.. He doesn't have the soft-spoken charm of his Father, but he's got...charisma! He's got presence! He could talk the proverbial bird out of the proverbial tree!

L.J. and his father have quite a few differences. Lothar would rather L.J. be more...gentile, more mannered, more old Jamaican. L.J. and Lothar are almost from two different worlds. We should never play up any real friction between them, but what we do want to maintain is a real difference in their characters.

The final members of our Defenders' family aren't truly Defenders of the Earth -- yet -- though both plan to be one day, when they are a little older and a bit more experienced --

KSHIN

Kshin is a ten year old Oriental (Earth) boy, a street-wise orphan befriended by Mandrake the Magician several years ago. Kshin's home is now MONITOR. Mandrake saw a very special quality in the boy, an undeveloped raw psychic talent, a cunning sharpened by his life on the streets, a semblance of proficiency in many martial arts, and a burning need to see justice prevail at all times.

Kshin feels he is the luckiest boy on earth to be living at MONITOR and a part of the D.O.E. team. His greatest dream is to learn everything he can from each member of the team; he wants to learn Mandrake's magic, Lothar's fighting skills, the Phantom's mysterious ways, Jedda's off-world secrets, and Flash's knowledge of other worlds. His respect and admiration for the Defender's knows no bounds. His greatest dream is to one day take his place along side the other members as a full-fledged Defender.

What we have to remember is that Kshin is only ten. He's still a child. His reach is much further than his grasp...which often causes him to fall flat on his face! Kshin tries very hard, he has the best intentions in the world, but his skills just aren't developed yet -- a fact he often ignores!

Kshin is a lovable, fallible, comedic character. He

adds the dimension of comedy which this show requires. His comedy is always derived from the fact that he tries to do more than he is capable. He tries too hard. He wants to be grown up, he wants to be a member of the team so badly that he keeps failing. We will be rooting for him, cheering when he does succeed, and laughing when he fails.

Naturally, when the Defenders leave on a dangerous mission, Kshin is left behind, being too young to go along. And, naturally, Kshin resents being treated like the kid he is. He sometimes stows away, which invariably causes even more problems for the Defenders, who not only have to contend with Ming, but now have to look out for Kshin as well! When he doesn't tag along with the Defenders, he often finds other ways of getting into trouble. This allows us to divide our stories, adding both jeopardy and humor.

Kshin is not alone in being left out of the mainstream of Defender battles. He is kept company by his very best friend --

FUZZOID

Fuzzoid, (Fuzzy to his friends) is the friendliest, cutest, funniest ball of blue fur you've ever met! Once, long ago, Fuzzoids were commonplace on Mongo, before the rule of the evil emperor Ming. Today, thanks to Ming, Fuzzoids are thought to be extinct -- except for Fuzzy, the last of his kind, rescued several years ago from Mongo by Flash Gordon and brought back to earth.

Fuzzy now lives at MONITOR. He is a bouncy, friendly ball of blue fur, who waddles, hops, rolls and bounces around, trying to be helpful, but who inadvertently causes more trouble than you can imagine! Everyone loves Fuzzy, whose happy little "chirps" and "buzzes" communicate his feelings every bit as well as words.

Fuzzy is a general mascot around MONITOR, loved by one and all, but Fuzzy and Kshin have a special relationship and are seldom separated. Whenever the group is divided (as they always will be), Kshin and Fuzzy form one team together. Perhaps it is the fact they are both orphans, and both spent their younger years under such hardships that caused them to develop an inseparable bond.

Fuzzy sees the bright side to virtually everything! He is always cheerful, always up, always happy. He loves

everyone and everyone loves him. He is happy to do whatever is needed at any time -- sometimes he takes it on himself to anticipate and do even more than is required, and that's usually when he fouls up. But everyone always forgives him!

The only thing that ever causes Fuzzy to "lose his cool" is the mention of the name Ming. Fuzzy hates Ming, and will do anything he can to stop Ming. This helps to account for why Fuzzy will sneak off with Kshin, even when he has been given orders to stay at MONITOR, as long as Kshin promises that they will be fighting Ming.

Fuzzy likes to eat. He loves Earth food, especially hot dogs and hamburgers. The only thing he hates is ice cream and anything cold. Cold is Fuzzy's downfall. It reminds him of his old home on Mongo, now a frozen wasteland.

And speaking of Mongo, it's time we got a closer look at the malevolent driving force responsible for the creation of the Defenders of the Earth in the first place --

MING THE MERCILESS

Ming the Merciless is the same tyrannical and warlike monster whom Flash Gordon faced in many conflicts across the years and across the galaxies. But now Ming's greed for conquest has become a desperately urgent mission to seize and dominate the Earth as quickly as possible.

His own world, the slave planet MONGO, is now a dying, icy world on which all resources, including the planet's twin suns, have been nearly depleted!

While maintaining his impregnable fortress-palace of ice on Mongo, and holding fast to his control of the varied and exotic people who inhabit that world, Ming has also established a secret hideout/base, known as Ice Station Earth, in the vast arctic wastes of Earth. It is here he receives shipments of supplies, slaves, soldiers, and new devices of conquest, undetected by Earth radar or space tracking stations BECAUSE OF THE SPECIAL ELECTRICAL INTERFERENCE GENERATED BY MING'S CONTROL OF THE NORTHERN LIGHTS. Only the sophisticated tracking and unscrambling devices invented by Kit Walker are able to penetrate Ming's exotic camouflage techniques and alert the Defenders of his movements.

It is also here that Ming has established the greatest cybernetics laboratory in the Galaxy. His vast armada of

Robots, programmed by his own hand, perform virtually every function which he dares not trust to a human.

His Robots come in many forms, from the most rudimentary pilots, to the most sophisticated human duplicates. More than once Ming will use one of his best humanoid creations to lure our heroes into danger or to replace an important human at a critical moment.

THE ICE ROBOTS are one of the special forces with which Ming has surrounded himself. These Robots are in addition to the regular "nuts and bolts" Robots which he makes in his cybernetics lab.

The Ice Robots are highly-evolved robots made of a special Mongo Ice. This ice is ultra hard and resistant to any form of attack. It does, however, leave the Ice Robots partially transparent, and when their special ICE ARMOR is pierced or removed in battle, we can see SNOW STORMS raging within their icy rib cages! Their eyes are filled with blue sparks of cold fire, and we can SEE THEIR THOUGHT WAVES which vibrate and SPARK through their TRANSPARENT ICE HELMETS as they respond to Ming's orders or generate commands.

When demolished, they immediately remelt themselves into new components, altering their size and shape to accommodate destroyed portions of their anatomy. They can be like the THE TERMINATOR in their obsession to reach a goal!

Their leader is GARAX, the largest and most formidable of the Ice Robot Squadron. Garax is the ultimate robot model and, unlike his "soldiers", has the ability to reason. He alone among Ming's Ice Robot army has the capability to adapt and alter battle strategy on the battlefield to take advantage of changing situations.

THE MEN OF FROST are Ming's palace guard, an elite corps, the equivalent of Hitler's S.S. They are real men who have either volunteered or been shanghaied into lifelong service to their Emperor. They are frozen inside and out with Ming's special VENEER OF FROST, which removes any warmth or compassion from their bodies or souls, fixing their minds in a permafrost of merciless dedication to conquest for Ming.

The Men of Frost are rigidly mobile, impervious to both weapons and human kindness. In order to move among humans, the Men of Frost must slip on a special skin-like plastic which gives them human appearance. However, they still may be given away by their ICY GLARE which, when not shielded by glasses or contact lenses, emits frosty CHILL BEAMS, lowering the temperature of anything they've looked at!

THE SLAVES OF THE EMPEROR are the remainder of the repressed and dominated populous of Mongo. The Slaves are of several species, many of which will be dictated by various

storylines. Although the Slaves of the Emperor are generally loyal to Ming, primarily out of fear and conditioning, there are always REBEL GROUPS, both on Mongo and within Ice Station Earth. The Defenders will make contact with these rebel groups from time to time, and such interactions will be the basis of some stories.

Finally, as a reminder, it should be recognized that not every Man of Frost nor even every Ice Robot is totally evil. Nor will all the Slaves of the Emperor or Rebels be totally good. It is only by giving "human qualities" to both friend and foe alike that we can create fully rounded stories with that emotional dimension so absolutely necessary to insure audience involvement and rooting interest, both necessary ingredients in any animated action series.

We will also create new characters, both off-world and villains from Earth, as storylines dictate. This is a wide open format, and we encourage the fresh flow of creative ideas!

One final "character" needs to be mentioned. OCTON.
The most evil computer in all the Galaxy!

OCTON

Just as DYNAK X has a personality befitting a Defender of the Earth, OCTON has a personality befitting his role. OCTON is a cold-blooded machine, whose sole purpose is the subjugation or elimination of the human race! His appearance is vaguely spider-like and his personality is totally evil! He has absolutely no redeeming qualities! In fact, OCTON is so meglomaniac in his evilness that he may occasionally frighten even Ming!

OCTON's giant computer display screens can cover all six surfaces in Ming's icy throne room. And (budget permitting!) we can split each screen into as many different views of whatever we want to see as we wish. If we want Ming's face duplicated a hundred times on a screen, we could do that. Or if we wanted to see something on Mongo and simultaneously see something on the Moon and another shot of Central City, we could do that as well.

Treat both OCTON and DYNAK X as characters, with personalities of their own.

SAMPLE STORY LINES

1. Ming sends Henchmen to Jedda's homeworld to bring back the electronically-preserved essence of Jedda's Mother (Flash's wife). He places this "chip" in his master computer, which then projects a very life-like image of the Empress over long distances. Jedda believes the image is actually her mother. Flash realizes intellectually that the image is not his beloved wife, but the emotions brought back to life are very painful. Ming uses this image to bring disharmony between Jedda and Flash and to trick Jedda into revealing D.O.E. secrets which Ming needs.

2. Ming has a young man with almost perfect mind control show romantic interest in Jedda in order to lead the Phantom, L.J. and Jedda into a special psychic room, where their allegiance to MONITOR can be subverted and their minds re-programmed to make them infiltrators for Ming.

3. From a far distant planet Ming has brought the Mirror to earth. The Mirror is a beautiful woman, who uses her mental powers to make Lothar believe he is in love with her. She uses Lothar to get close to Mandrake the magician. She is called the Mirror because she reflects magical and psychic powers back at the originator ten fold! Mandrake becomes his own worst enemy and is powerless to stop her from leading

Ming to MONITOR! It takes all of L.J.'s skills and love for his Father to break the Mirror's hold on Lothar just long enough for Lothar to realize that he is being used -- and to take care of the situation!

4. Ming appears to double-cross the Masters of Eight, precipitating a shaky alliance between this sinister organization and D.O.E., which hopes to learn some of Ming's secrets from his "former" ally. In truth, the Masters of Eight are still servants of Ming, trying to gain access to D.O.E. secrets for Ming.

5. Ming secretly brings the three greatest Magicians from LEGERDEMAIN, the feared Planet of Magicians, to Earth. Using their tremendous power, plus drawing upon the energy from the core of the earth, Ming plans to wrench the Moon out of its orbit, causing mass destruction and the virtual elimination of all life on Earth, leaving him free to colonize, rebuild, and rule.

6. The Defenders discover that Ming needs one last rare element in order to complete a massive magnetic pulse generator. When complete, this generator will emit one gigantic pulse of magnetic energy and destroy all electrical machines on earth -- including MONITOR! The Defenders lose the race to stop Ming from acquiring the element -- but they do manage to destroy Ming's device shielding OCTON from the magnetic pulse, thereby causing Ming to abort his plans

-- for the present!

7. Ming kidnaps three of the greatest MENTATS (human computers) from the planet Mentat, and places these three super brains inside a special circuit he has invented for OCTON. This circuit, with the Mentats, makes OCTON a bio-computer, and increases the Mentats' power so they can read the minds of all the Defenders, thereby rendering all their plans to stop Ming useless! What Ming doesn't count on is the Mentats' hatred of Ming! In the end the Defenders must rid earth of the Mentats', and in the process actually save Ming.