



**PITCH RESEARCH & NOTES**

**FEBRUARY 2019**

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## DINO-RIDERS: HISTORY AND BACKGROUND –

Dino-Riders was a cartoon TV series which first aired in 1988. It was launched mainly to help promote a new line of toys based on the characters and situations featured in the show, of which there were four sets (Series 1, 2, 3, and then a fourth “Ice Age” themed series). The show only had 14 episodes and originally aired in the USA as a part of the *Marvel Action Universe*. The series was created by American comic/TV writer, Gerry Conway, and his then-wife, Carla Conway, with most of the episodes being directed by either Ray Lee or Steven Hahn.

The series focuses on an advanced group of aliens, the Valorians, who achieved total peace on their planet of Valoria eons ago. With all their extra time and resources, the Valorians were able to develop a way of telepathically communicating with each other, using devices they call “AMP Necklaces”, as well as a seemingly infinite energy source, the “Space-Time Energy Projection Crystal” (or “STEP Crystal” for short). However, this great period of peace came to an end when the evil Krulos and his Rulon forces attacked the planet, where they decimated the unexpected Valorian population. Luckily, one of Valoria’s greatest leaders, Questar, was able to escape, taking a ship carrying hundreds of survivors, and the STEP Crystal, with him. Wanting to retrieve the STEP Crystal, Krulos follows Questar attempting to shoot the ship out of the sky. With their chance of survival rapidly dropping, Questar activated the STEP Crystal in an act of desperation, causing the entire ship and everyone on it to be transported through space and time until they eventually wind up crash landing on Earth 65 Million years ago. However, unbeknownst to the Valorians, the STEP Crystal transported the Rulons back in time as well.

The Valorians, calling themselves “Dino-Riders” now, regroup and begin to befriend the native dinosaurs around them, using their telepathic abilities to ride and communicate with them, help with construction projects at their camp, and even fight alongside them in their battles with the Rulons once they discover that they’ve been sent back too. Similarly, the Rulons also make use of the dinosaurs but in much more nefarious ways, including using devices known as “Brain Boxes” to take away the dinosaurs’ free will and strapping various weaponry to them to turn them into machines of war and destruction. The series chronicles the two factions constantly battling with each other; the Valorians fight to defend themselves so that they can attempt to rebuild their once-great society, and the Rulons fight to try to steal the Dino-Riders’ STEP crystal, allowing them to travel back to their original time and continue their conquest of the universe.

Apart from the toys and cartoon, there was also a 3-part Dino-Riders comic miniseries released by Marvel in 1989, featuring much darker story lines than the ones depicted in the TV series. Dino-Riders also still has a decent amount of cultural significance today due to the fact that some of the toys are extremely rare and valuable, as well as the fact that the series has been referenced in a lot of other media, such as *South Park*, *Robot Chicken*, *Teen Titans Go!*, and *Dinotopia*, and it is even believed that “Rex” the T-Rex character from the *Toy Story* series of films is based on the T-Rex toy from the original Dino-Riders toy series.

## CHARACTER BIOS –

### DINO-RIDERS – *the heroes of the story*

#### Questar –

The strong-willed and courageous leader of the Dino-Riders. Very well-liked amongst the other Valorians, as he is a competent and intelligent leader, who isn't afraid to ask for help from his team if he needs it. Always puts his team over himself.

#### Mind-Zei –

A wise and compassionate old warrior, who often provides guidance and advice to the younger Dino-Riders. He is Serena's Grandfather and also happens to be completely blind, however he still is able to sense his surroundings mentally and can hold his own in pretty much any fight.

#### Yungstar –

One of the younger Dino-Riders, who often lets his pride, impatience, and endless desire for action get in the way of making responsible decisions, usually leading to him getting into some unfortunate situations. Despite these faults though, he is fiercely dedicated to the Dino-Rider's cause and is always willing to help out his team.

#### Serena –

Mind-Zei's granddaughter and seemingly the only female(?) on the Dino-Rider's team. Extremely capable in battle, but still very kind and compassionate; she also has the ability to heal other people and creatures, as well as sense when someone/thing nearby is in need of healing.

#### Turret –

The primary technician and scientist on the Dino-Rider's team; is capable of fixing just about anything, and is also in charge of the STEP crystal, as well as modifying it to meet the ever-evolving needs of the team. Despite being well-respected amongst his peers, he often struggles with his self-esteem, due to the fact that he usually isn't fighting alongside the others on the front lines.

#### Llahd –

The youngest member of the Dino-Riders, Llahd is full of courage and wants nothing more than to be considered a full member of the team. Always willing to help out in any way he can, however his curiosity can sometimes get the best of him, getting him into some dangerous situations.

**Gunner –**

A hardened, but kind, war veteran who ranks highly on the Dino-Rider's team. He is usually in charge of training the others in weapon usage, battle strategies, and tactics due to his extensive combat experience. However, he is somewhat stubborn, as he prefers to do things the old way like he's used to, rather than adapting to the Valorian's new environment.

**Tagg –**

A very competent warrior and respected member of the Dino-Riders, who can usually be found aiding Gunner with training the others or going out on missions with Questar or Llahd.

**Tarq –**

A well-respected and high-ranking member of the Dino-Riders. One of Questar's most trusted advisors on many important matters, due to his many years of experience.

**Ikon –**

Another one of Questar's closest advisors, Ikon is a talented statistician and pragmatist. He carries a staff which allows him to answer all of Questar's questions and concerns within seconds, usually down to the percentage success rate. He doesn't have much of a personality and tends to not sugarcoat anything, but his contributions to the team are vital.

**Vector –**

Another one of Questar's top advisors; he functions as a sort of contractor for the Dino-Rider's camp, handling its infrastructure and repair, and utilizing a computerized-wrist strap to access and develop various camp projects.

**Aero –**

Another one of the younger members of the Dino-Riders, and Yungstar's fiercest rival. He is a very competent flyer, but, despite not being quite as reckless as Yungstar, is still a bit of a daredevil and likes to show off his skills.

**Ayce –**

Despite being one of the older Dino-Riders, Ayce is still a very competent and intelligent warrior. He usually aids in training the others and helping to familiarize them with the various equipment they'll be using in battle.

**Neutrino –**

Another member of the Dino-Riders who mainly helps out with training the rest of the team; he is also a very capable warrior, despite spending most of his time back at camp.

## **COMMANDOS – *the Dino-Rider's elite special forces team***

### **Astra –**

The leader of the Commandos, the Dino-Rider's elite special forces team. Astra is a hardened war veteran who also happened to teach history at the Valorian University, even having Questar as a student at one point. Excellent military strategist and warrior, as well as competent leader in the extreme situations that him and his team encounter.

### **Kameelian –**

The Commandos' resident master of disguise and camouflage, as well as a survival expert; he specializes in providing surveillance and reconnaissance for the Dino-Riders.

### **Glyde –**

The Commandos' resident master of flight equipped with a specialized glider which allows him to provide aerial reconnaissance and artillery fire; feels more at home in the air than on land.

### **Bomba –**

The Commandos' resident explosive expert with a very strategic mind.

### **Faze –**

The Commando's artillery specialist, equipped with lots of cool weapons and rockets; very free-spirited and carefree, and rocks some dope sunglasses.

### **Rok –**

Astra's second-in-command amongst the Commandos; Rok is a mountain man and climbing expert, able to navigate just about any path with his advanced equipment.

## **RULONS – *the antagonists of our story***

### **Krulos –**

The evil leader of the Rulons set on world domination. An extremely feared leader, Krulos commands his underlings with great authority and wants nothing more than to destroy his rival, Questar, as well as the rest of the Dino-Riders.

### **Rasp –**

One of Krulos' top generals and the leader of the Viper Legion. He is competent in battle, but often cowardly runs off to save himself when he feels the battle isn't going his way. Often ineffectively attempts to usurp Krulos and claims to be in charge when Krulos isn't around.

### **Hammerhead –**

Another one of Krulos' top generals and the leader of the Sharkurrs. A very strong and competent general; he is less outspoken than Rasp, despite usually being more effective. He also has an ongoing grudge with Yungstar and vows to destroy him one day.

### **Antor –**

Another one of Krulos' top generals and the leader of the Antmen. Is often involved in arguments with Rasp and Hammerhead about who the best general is, but usually doesn't get very much recognition.

### **Krok –**

Another one of Krulos' top generals and arguably the most capable and mature. Instead of getting into arguments with the other generals, Krok spends most of his time trying to serve Krulos effectively in whatever ways he possibly can.

### **Skate –**

A relatively low-ranking and unimportant member of the Rulons. He usually serves in a secondary, supporting role to Krulos' various generals, helping them enact their many schemes in any way he can.

### **Lokus –**

Another relatively low-ranking Rulon; despite not being as prominent as Krulos' other goons, Lokus is willing to do whatever he is asked to help the Rulon cause.

## **Neanderthals – featured in the special “Ice Age” episode and toy series**

### **Zar –**

The leader of a tribe of kind-hearted Neanderthals that the Commandos encounter when they travel into the Ice Age. He is compassionate and capable leader who wants nothing more than to protect his people from the evil warlord, Grom.

### **Kub –**

A younger member of Zar’s tribe, but still a capable warrior. After being the one to initially find the Commandos and being inspired by their cause, he decides to travel back to Prehistoric Earth with them to aid the Dino-Riders in defeating the Rulons.

### **Maya –**

The compassionate healer of Zar’s tribe. Despite not having any special telepathic abilities like Serena, she is still just as capable at healing and caring for others in need of help.

### **Grom –**

The leader of a tribe of evil Neanderthals set on destroying all the other rival tribes. He is ruthless and rules by fear but isn’t the most competent battle strategist.



### CHARACTER APPEARANCES-

Character:	EP01	EP02	EP03	EP04	EP05	EP06	EP07	EP08	EP09	EP10	EP11	EP12	EP13	EP14
Questar	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Mind-Zei	✓			✓	✓	✓	✓	✓		✓	✓	✓	✓	
Yungstar	✓	✓	✓	✓		✓	✓	✓	✓	✓		✓	✓	✓
Serena	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Turret	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	
Llahd	✓	✓	✓	✓	✓		✓	✓	✓	✓			✓	✓
Gunner	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Tagg		✓			✓	✓		✓		✓			✓	
Tarq		✓												
Ikon		✓				✓	✓		✓	✓	✓	✓	✓	✓
Vector		✓	✓			✓	✓		✓			✓	✓	
Aero				✓		✓			✓					
Ayce				✓										
Neutrino				✓										
Astra		✓					✓				✓	✓	✓	✓
Kameelian											✓	✓	✓	✓
Glyde									✓		✓	✓	✓	✓
Bomba									✓		✓	✓	✓	✓
Faze											✓	✓	✓	✓
Rok							✓		✓		✓	✓	✓	✓
Krulos	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Rasp	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓		✓	✓
Hammerhead	✓		✓	✓	✓	✓	✓	✓			✓	✓	✓	
Antor	✓	✓			✓		✓	✓	✓				✓	
Krok		✓			✓			✓		✓				
Skate								✓				✓		
Lokus									✓	✓		✓	✓	
Zar														✓
Kub														✓
Maya														✓
Grom														✓

KEY-	
	= Dino-Riders
	= Rulons
	= Commandos
	= Neandethals

## **EPISODE SUMMARIES –**

### **EP01: *The Adventure Begins* –**

While being chased by Emperor Krulos and the other Rulons, the remaining Valorians use their STEP crystal to escape and end up traveling back in time to prehistoric Earth; unbeknownst to them, the Rulons are brought back with them too. Using their telepathic communicators, the Valorians befriend the dinosaurs that inhabit this world and begin to ride and use them to build a small camp in the wilderness. Similarly, the Rulons also make use of the dinosaurs that surround them, but by forcibly mind controlling them through devices called “Brain Boxes” and attaching weapons to them. The Dino-Riders manage to hold off a T-Rex attack, only for that same T-Rex to be later captured by the Rulons to be used as Krulos’ personal mount. The Valorians finally discover that the Rulons are back in time as well and, with the help of their new dino friends, are just barely able to fight off their attack to try to steal the STEP crystal.

### **EP02: *Revenge of the Rulons* –**

While racing dinos together, Serena and Yungstar find an injured stegosaurus trying to defend itself from the T-Rex who has previously been under Krulos’ control. They battle off the T-Rex and befriend the Stegosaurus after bringing it back to camp with them. Soon after, an earthquake hits the Dino-Riders’ camp, causing most of their dino friends to run off. Questar tells Tagg and Gunner to get a team together to go find and return the escaped dinos; Llahd tags along. While searching, they run into Rasp and some other vipers who end up kidnapping Llahd and tells them that they won’t see him again unless they give up the STEP crystal. The Dino-Riders refuse and work to rescue Llahd, culminating in a battle between the Dino-Rider’s Stegosaurus and the Rulon’s recaptured T-Rex. The stegosaurus comes out on top, Llahd is rescued, and our heroes return to camp.

### **EP03: *The Rulon Stampede* –**

While out flying on a Pterodactyl, Llahd sees an army of Rulons headed towards their camp to steal the STEP crystal. The Dino-Riders are able to hold off the attack, but Gunner’s triceratops is badly injured; Serena uses her special abilities to heal it, but it causes her to get very fatigued. Serena heals more dinos, but this proves too much for her, as she goes unconscious. Questar states that the only way to save her is to use the STEP crystal to do the “Right of Restoration,” but it’ll be very risky, because they’ll be defenseless during it. With the help of some dinos, they are able to give Serena enough life force to bring her back to life. Meanwhile, Krulos, very upset after being beaten so many times, starts capturing as many dinos as possible to form a stampede. Turret manages to boost the STEP crystal’s power, allowing them to see what’s happening on Valoria, where the Rulons are fighting amongst themselves in the absence of Krulos. They’re interrupted by Krulos’ stampede which seems to be unstoppable, causing the Dino-Riders to pull back. Krulos finally gets his hands on the STEP crystal, only for it to be revealed that Turret switched it with another crystal from Llahd’s rock collection. Krulos

discovers this and vows for revenge, as the Dino-Riders rebuild their camp and fortify it against any future stampedes.

**EP04: *The Blue Skies of Earth* –**

Yungstar's flying antics keep getting him into trouble, and he keeps getting one-upped by his rival, Aero. Hammerhead successfully captures a huge Pteranodon as well as many other flying dinos for Krulos so that they can mount an air attack on the Dino-Rider's camp; Rasp is envious of Hammerhead's success and tries to stop him from receiving all the glory. After messing up a task for the camp, Yungstar goes out flying to clear his head and ends up finding Hammerhead and the rest of the Rulons forces on their way to attack the camp. After fighting Hammerhead, he goes back to warn the others, and, with the help of the Dino-Rider's new air trainees, they successfully defend the camp and the STEP crystal from the Rulons attack.

**EP05: *Toro, Toro, Torosaurus* –**

After he messes up a project at Camp, Questar sends Llahd off to train with Gunner and Tagg. They go through various training exercises learning how to work together to operate a Torosaurus on the battlefield. Llahd has some trouble at first but gets the hang of it eventually with Tagg's help, just in time for Krulos and the Rulons to show up with their own dinos. Using what they've learned they're able to hold off the attack, but Llahd is disappointed in his performance, so he flies off to prove himself. After noticing he's been gone for a while, the Dino-Riders send out search parties to find him, but Rasp sees this and tells Krulos to prepare an attack while the camp's defenses are weakened. Gunner and Tagg find Llahd who is trying to help a group of trapped Torosaurus; they help the dinos, but the Rulon's attack is imminent. By the time they get back to camp, the Rulons are winning the battle and have destroyed a lot of the camp, but with the help of the Torosauruses from earlier they are able to fend them off.

**EP06: *T-Rex* –**

At camp, Turret is feeling down because he feels like he isn't of any help to the group. Krulos' T-Rex receives a weapon upgrade that he is eager to try, so he attacks the Dino-Riders' camp. He is almost successful in stealing the STEP crystal, but his T-Rex's brain box is shot off at the last second by Turret. Turret is congratulated by the others but still feels bad because he thinks it was just a lucky shot, and he's still useless. Krulos escapes with Rasp's help and finds a baby T-Rex which he steals and plans on dropping in the Dino-Rider's camp, so that its parents will destroy it trying to find their baby. Serena tells Turret that she misses the mirrors on Valoria, so he sets out to make her one so that he feels useful; after making it he finds that dinos are very agitated by their own reflections. The baby T-Rex gets dropped in the camp and the parents start wreaking havoc, but Turret lures them away safely using his new mirrors, earning a medal of bravery from Questar and regaining his confidence in the process.

**EP07: *Krulos* –**

While trying to befriend some new dinos, the Dino-Riders are ambushed by Krulos and his generals. Luckily, an earthquake happens in the middle of their attack, gravely injuring Krulos, causing the Rulons to retreat. All the Dino-Riders return to camp, except Serena who remains because she senses a creature nearby in need of healing; Llahd stays with her as well. Serena and Llahd search for the injured creature only to be found by some Rulons; Serena is captured after sacrificing herself to allow Llahd to escape. Rasp, Antor, and Hammerhead bicker over who will be the next leader, after they're informed that Krulos has a small chance of survival. Llahd returns to camp and tells Questar what happened; Questar takes a few of the commandos with him on a mission to save Serena. Serena escapes her holding cell and finds that Krulos is the one in need of healing she has been sensing; bound by her healer's oath, she heals him only to be taken prisoner by him again soon after. The Dino-Riders invade the Rulon's base and are able to save Serena due to the constant infighting amongst Krulos' generals.

**EP08: *Tagg, You're It!* –**

There seems to be a lot of earthquakes happening recently so the Tagg and Llahd go to investigate, eventually finding the source of the tremors: a Rulon tunneling operation. Tagg is captured by the Rulons, and Llahd gets injured but is able to escape and alerts Questar. Serena heals Llahd's injuries but tells him to stay put while the others go look for Tagg. The Dino-Riders investigate the Rulon tunnels, discovering that they lead to underneath their camp. They run into the Rulons and start fighting, rescuing Tagg in the process, but not before Krok and Skate make it inside their camp. Luckily, Llahd is able to hide the STEP crystal from them for long enough that Tagg is able to return to camp and fight them off, saving the crystal.

**EP09: *Thanksgiving* –**

The Dino-Riders are celebrating their first Thanksgiving on Earth, but Llahd is having trouble getting into the spirit of the holiday, because he misses Valoria. Meanwhile, the Rulons construct a dam that cuts off the camp's water supply. The Dino-Riders go to investigate, but Llahd and Yungstar are captured in the process. Questar leads a team of commandos to save them and blow up the dam. While imprisoned, Yungstar recalls what life on Valoria was like before the war to Llahd, cheering him up a bit. Glyde is able to glide onto the dam where they're being held and rescues them, just before Questar and the other commandos are able to blow the dam, freeing the water for their Thanksgiving celebration.

**EP10: *To Lose the Path* –**

Rasp's development of a new weapon causes chemical waste to leak into a nearby river, contaminating it and causing many of the dinos to fall ill. Yungstar becomes infuriated by this and vows to destroy the Rulons himself. Meanwhile, Krok and Lokus are having trouble controlling Rasp's new weapon in battle; Krulos gets angry at them for their failures and tells them to hunt down Yungstar for defeating them. Yungstar begins to have trouble

communicating with the dinos, as well as his fellow Dino-Riders; Mind-Zei informs him that his hatred for the Rulons has grown so strong that he is losing the Path, or the ability to communicate telepathically. Later, while in battle with Krok and Lokus, Yungstar takes Mind-Zei's advice and is able to find the Path once again. With his reclaimed abilities, Yungstar singlehandedly fights off the Rulon forces, causing them to retreat and saving the day.

**EP11: *Enter the Commandos* –**

Hammerhead leads some Rulons in incapacitating a mother triceratops so that they can steal her eggs from her nest. Luckily, Astra and his team of Commandos are there to stop them. After returning to camp, the Commandos learn that many other nests have been raided recently, so Questar sends the commandos to go investigate to see what Krulos is up to. After sneaking into the Rulon base, they find that Krulos has been stealing the eggs in an attempt to create a huge triceratops army. The Commandos recover all the eggs and escape with them on rafts through an underground drainage system. However, once they're out in the open, they're spotted by some Rulons, so Krulos sends his forces to attack and steal back the eggs. The Commandos use their special skills to fight them off, but it isn't enough. But just as they're about to lose the battle, Questar and the other Dino-Riders appear and help fight off the Rulons until they retreat. Together, the Dino-Riders and Commandos return to camp, safely returning the eggs.

**EP12: *Battle for the Brontosaurus* –**

In the first part of a two-part episode, the Dino-Riders and the Rulons race each other to try to find a massive Brontosaurus. The Commandos find it first, but Hammerhead and Skate show up with a mob of Rulons soon after. A battle commences, but through some clever tricks, the Dino-Riders are able to bring the Brontosaurus back to camp with them. Angry that he has been beaten once again, Krulos sends one of his Rulons to plant a communication device on Questar's computer in their camp, so that they can find out all of their plans, as well as make Questar look like a traitor. The Rulons mount an attack on the camp to try to beat them before they can use the Brontosaurus, but it's too late. Another battle commences, mainly between the Dino-Rider's Brontosaurus and Krulos' T-Rex, and it's a close fight. Turret risks the safety of the STEP crystal to fire his new particle beam and beat the Rulons, but this angers Questar very much. The Dino-Riders argue amongst themselves until it is revealed that the Rulons have been receiving secret transmissions from Questar's computer detailing their strategies and plans. The Dino-Riders all stare in shock at a confused Questar. To be continued...

**EP13: *One to Lead Us* –**

In the second part of a two-part episode, Questar, after being suspected of secretly working with the Rulons, is asked to submit to Trial by the Path to prove his innocence. However, he refuses, shocking the rest of the Dino-Riders. He volunteers to leave camp until he can find another way to prove himself innocent, after telling Mind-Zei he won't submit to a Trial by the Path because it would require everyone to take part, leaving their camp defenseless for too long. Questar departs on his own, leaving Mind-Zei and Ikon in charge while he's away.

However, without Questar's leadership, the Dino-Riders are severely outmatched when the Rulons launch their most severe attack on their camp to date. The Rulons successfully capture the Brontosaurus from the Dino-Riders and Brain Box it, imprison various Dino-Riders, and Krulos seems to have finally gotten his hands on the STEP crystal. Luckily, Questar reappears just in time and takes on Krulos himself; he defeats him, frees his imprisoned friends and the Brontosaurus, and recovers the STEP crystal, forcing the Rulons to retreat. His innocence now proven, Questar returns to lead the camp, and everything returns to normal.

#### **EP14: *Ice Age Adventure* –**

Faze is testing out the capabilities of the STEP crystal and successfully sends himself 10 seconds into the future. But before the Dino-Riders can celebrate this breakthrough, the Rulons attack their camp. The unprepared Dino-Riders are about to lose to the Rulons, when Astra and the Commandos decide to activate the STEP crystal as a last resort to save themselves. However, unbeknownst to them, Faze accidentally changed the settings of the device, sending them millions of years into the future, during the Ice Age. While there, they befriend and ride a variety of Ice Age-era creatures, like saber-tooth cats. However, they aren't alone, as a Neanderthal spots them and alerts his camp, which is led by the evil Neanderthal warlord Grom. Grom and his men ambush the commandos by causing a stampede of Mammoths to trample them; they're able to escape the stampede, but Glyde is badly injured in the process. Another Neanderthal, Kub, approaches them and says that he can help heal Glyde. Kub brings them back to his tribe, which is led by a kind Neanderthal named Zar, who tells them they've been trying to fight off Grom and his tribe for years. The commandos agree to help them and Glyde is taken in by the tribe's healer, Maya. The commandos teach the Neanderthals their battle strategies and tactics, and even introduce them to some more modern tools/weapons, such as shields. With the help of the Dino-Riders, Zar's tribe defeats Grom's, and Maya is able to heal Glyde. The Commandos travel back to the exact time in which they left and bring Kub and various Ice-Age creatures back with them (and Grom, unbeknownst to them), turning the tide of the battle they were previously about to lose, and defeating Krulos once again.

## THE PITCH —

### ACT ONE

We'll begin with a squad of Rulon dino-riders as they track down a hidden outpost of Valorians. The outpost is led by Turret, who's learned that the Rulon emperor, Krulos, is constructing a new super-weapon, the Iron Sun.

Turret is furiously at work on a device to destroy the new super-weapon. But before he can finish, his outpost is ambushed by Emperor Krulos' teen son, Lictor—who's commanding a fleet of armored Sauropods.

As the Sauropods rain fire on the outpost, Turret dashes through the flames to find his teen daughter, Bellona. He draws her a map, showing the way to his old friend, Serena. And then he sacrifices his life to help Bellona escape to safety.

Stunned and heartbroken by her father's death, Bellona gathers herself to journey into the heart of a dino-infested jungle to find Serena. When Bellona arrives at the place indicated on her father's map, she finds a tattooed teenage boy with glowing eyes. He's Hart-Zei, Serena's son.

Hart-Zei was born sightless—but he was also born with a knack for understanding dinos, so he navigates the jungle rivers and ravines with the help of a small, bird-like Scansoriopteryx. Hart-Zei is charmed by Bellona, and he leads her to a tree-top lair to meet his parents, Serena and Ikon.

Bellona warns Serena and Ikon about the Iron Sun and urges them to rally the old Valorians to fight. Serena is willing, but Ikon refuses. He has terrible memories of the last battle against the Rulons, where the Valorians were crushed, and he wants to keep Hart-Zei safe from war for a few more years.

Bellona is dismayed by Ikon's decision—but that night, Hart-Zei offers to run away with her to fight the Rulons. So together, the teens harness up Serena and Ikon's old feathered Nasutoceratops, Nestor. And they set out to track down the surviving Valorians.

Shortly after Hart-Zei and Bellona leave, someone else arrives at Serena and Ikon's tree-top residence. It's Lictor, the teen son of the emperor, leading a platoon of Rulons mounted on Chindesauruses—or 'Ghost Lizards.' They stalked Bellona through the jungle after she fled the outpost.

Lictor and his Rulons pounce on Serena and Ikon. Ikon gravely wounds Lictor, enabling Serena to escape. But then Ikon is captured by the other Rulons and dragged in chains to the imperial palace.

## ACT TWO

Unaware of what's happened to his parents, Hart-Zei travels with Bellona to the old battlefield where the Rulons routed the last generation of Valorians. The two teens eagerly search the old battlefield, hoping to find a clue to what happened to the surviving Valorians.

Meanwhile, on the way back to the imperial palace, Lictor collapses from his wound. But to his surprise, he wakes up to find that Serena has healed him. Serena had been trailing the convoy, hoping to rescue Ikon. Yet when she saw Lictor on the brink of death, she felt bound by her medical oath to come to his aid. As a reward for her kindness, she's seized by the Rulons, who haul her and Ikon back to the Emperor.

At the same that Lictor is headed for the imperial palace, Bellona suggests to Hart-Zei that they venture there too. The teens have found no trace of the defeated Valorians on the battlefield—so Bellona guesses that the survivors must have been imprisoned by Emperor Krulos in the palace dungeons.

Nestor is too old to accompany Bellona and Hart-Zei to the imperial palace, so Hart-Zei cautiously befriends a pair of blue-feathered Gigantoraptors. For the first time, Bellona and Hart-Zei do what the first generation of Dino Riders accomplished: learn to ride a dinosaur.

While Bellona and Hart-Zei are discovering the wonder of being dino riders, Lictor is becoming conflicted. Serena's generous act has made him wonder if perhaps the Valorians aren't the enemy after all.

Lictor confesses his feelings to his father, the emperor. And his father is furious. Gesturing to the stars in the night sky, he says: *The universe is filled with planets just like Earth. And on those planets, life always begins with the dinosaurs. On half those planets, the dinosaurs evolve into Rulons, like us. But on the other half, they evolve into Valorians. That's the choice every planet faces—us or them. So, if you help the Valorians, you will destroy your own people. . .*

Submitting to his father, Lictor pretends to release Serena and Ikon—but instead has his men trail them to the surviving Valorians. Meanwhile, Lictor himself goes to tend the Iron Sun, which is guarded by the rocky vents of a Triassic shield volcano.

Hart-Zei and Bellona sneak into the imperial palace. But when they get to the dungeon, they find it. Determined not to give up, they search for clues about the Iron Sun. Instead, they discover an armory filled with rusted Valorian weapons that the Rulons looted from the old battlefield. And among those weapons, they find a battered AMP communicator.

Excited, Bellona tries to switch on the communicator, hoping to contact the old Valorians—yet unfortunately, it no longer works.

Hart-Zei is disappointed, but Bellona has learned a thing or two about machines from her father, Turret. And if she and Hart-Zei can get to her father's old workshop, she thinks she can repair the busted device.



Hart-Zei agrees hopefully to the plan, but as the teens are leaving the palace, they discover Serena's possessions in an interrogation room. Appalled, Hart-Zei realizes that the Rulons have captured his parents. And mistakenly thinking that they're still in the palace, Hart-Zei turns back to rescue them.

The result is a disaster. Hart-Zei is captured by the emperor, and Bellona barely breaks free. Vowing to return for Hart-Zei, she rides hard through the night, making it at last to the ruins of the outpost where she was raised.

In the ruins, Bellona finds her father's old tools—and successfully repairs the AMP communicator. But when she eagerly switches it on, she discovers that it's not for contacting the old Valorians—it's for summoning dinosaurs.

Her heart beginning to race, Bellona tries to use the communicator to summon an army of Gigantoraptors to rescue Hart-Zei and destroy the emperor—but to her dismay, the Gigantoraptors ignore her.

Confused, Bellona seeks out old Nestor for help. Nestor reveals that Bellona needs to free Hart-Zei if she wants to summon the Gigantoraptors. Only Hart-Zei has the gift of talking to dinosaurs.

### **ACT THREE**

Bellona and Nestor hatch a plan to rescue Hart-Zei by using Hart-Zei's flying friends, the Scansoriopteryx. At the same time, Serena and Ikon defeat the Rulons stalking them—and set off to rally the old Valorians for war.

With the help of a flock of Scansoriopteryx, Bellona executes a daring aerial rescue of Hart-Zei. But when the teens fly out of the palace, they see the emperor arming his giant Sauropods—and they learn to their amazement that the old Valorians have come out of hiding to attack the Iron Sun.

As the emperor gallops off to protect his super-weapon, Bellona hands the AMP communicator to Hart-Zei. And just as Nestor predicted, Hart-Zei is able to use it to summon an army of Gigantoraptors, who thunder with Hart-Zei and Bellona to help the old Valorians battle the Rulons.

The battle occurs in the volcanic plateaus surrounding the Iron Sun. Those plateaus loom like a vast field of trenchworks, fortified with terrible guns.

In the first phase of the battle, the old Valorians are once again defeated by the Emperor. But then Bellona, Hart-Zei, and the Gigantoraptors arrive. The young dino-riders knock back the Emperor's forces and breach the defenses of the Iron Sun...

...when Lictor joins the fray with his Ghost Lizards. He and his Rulon dino-riders encircle Bellona and Hart-Zei, slowly annihilating their army of Gigantoraptors.

Now the second generation of Valorians is about to be defeated, just like the first. And this time, the Emperor is determined to ensure that there will be no survivors.

This will be the last battle, the end of the Valorians.

But in the battle's final desperate moments, Hart-Zei is reunited with his mother, Serena. And she reveals a secret that Ikon had wanted to keep until Hart-Zei was old enough to leave home. The secret is that Hart-Zei's knack for understanding dinosaurs came from his grandfather, Mind-Zei. So, the knack isn't just a knack—it's a psychic gift more powerful than Hart-Zei can imagine. And it's the Valorians' last hope.

When Serena tells Hart-Zei about his gift, he remembers his grandfather's final words to him: *All of life's branches share the same root.* . . Those words help Hart-Zei unlock the full power of his gift—and suddenly, he finds that he can use the old AMP communicator to talk to every dinosaur on Earth.

Hart-Zei summons those dinosaurs—dinosaurs like we've never seen before. He summons red-feathered T-Rexes, and flying Velociraptors, and four-winged Changyraptors, and huge-clawed Utahraptors, and fast-running King Dragons, and white-plumed Yutyranosaurs.

As Bellona looks on in awe, those galloping dinosaurs scatter the forces of Lictor and the empire. And they smash the Rulon super-weapon to dust.

After the battle, Hart-Zei is congratulated by the old generation of Valorians, including Questar and all our old favorites. A new age of peace and hope has dawned on Earth.

But the defeated emperor has not surrendered yet. Leading Lictor into the depths of the imperial palace, he reveals a hidden starship. *My son, this ship will carry you away from this cursed land, back to our Rulon home world.*

Lictor stares at the starship in disbelief. *Why didn't we fly home earlier?*

*Because I'm not the emperor you think I am. I'm not an emperor at all. I'm only a soldier who serves the true emperor. I'd hoped to make my name by conquering Earth—but now I've failed. So now you must go to the true emperor and ask for reinforcements. He must send the imperial battleships to crush the Valorians.* . .

## PITCH REVISION NOTES –

### SECTION ONE – (Covers everything up to “Our Story”)

- The heavy emphasis on how you want the audience to *feel* was a very poignant part to me. The thing that I often miss the most in modern films is that Spielbergian feel of pure wonder and childlike curiosity, and the fact that this is something you specifically called out at the beginning of the pitch, gives me a lot of confidence in this concept.
- The comparisons between DR and Star Wars/LOTR were very effective. If there’s anything that will get these studio execs on board, its emphasizing the similarities between your own pitch and two of the most successful film franchises in history.
- The Next Generation: I love the fact that you utilize the original cast of Dino Riders as mentors to this new cast of characters. However, I’m a little confused as to why you chose to use who you used; I think Turret, Serena, and Ikon are fantastic characters, but given that Questar was the leader of the Dino Riders in the cartoon, I think fans of the original would appreciate seeing him in a more prominent role, rather than just a cameo at the end congratulating the protagonists. That being said, if your thought process is that you’re going to save using Questar and the rest of the original Dino Riders more prominently in the potential sequels, I completely understand; just thought I’d bring your attention to it in case.
- One vs The Many: I’m not really sure if this comparison works as well as the other ones you mention in the pitch. In Star Wars, the empire is notorious for being very anti-alien and thus only allows humans to enroll in the stormtrooper academy. What this does is create a very clear visual disparity between the good and bad guys; the bad guys are the identical, faceless drones that are basically just cannon-fodder, while the good guys are comprised of literally hundreds of different alien species brandishing unique clothing and weaponry. The same can be said for LOTR, just as you did in the pitch; the orcs are all the same, whereas the fellowship is made up of men, dwarves, and elves, each unique in their own way. The first issue I have with this comparison is that in the original cartoon, it’s the polar opposite of these examples; the Valorians are all basically white humans, while the Rulons are made up of a variety of different humanoid animal species (frogs, snakes, sharks, etc.) The second issue I have with this comparison is that, while I love using the two different dinosaur families to visually differentiate the two groups of characters, it’s not really a “One vs Many clash,” but more of a “Many vs Many clash.” This isn’t necessarily a bad thing, it just doesn’t really fit this specific comparison you’re highlighting.
- That being said though, Eo-rapter and Whip lizard are INDCREDIBLY cool dino names.

### SECTION TWO – (General World and Story thoughts and questions)

- Does this story take place within the same canon of the original cartoon? Or is it a hard reboot that just pulls certain elements/characters from the cartoon and revamps them?

- At the end of the original series the Dino Riders use the STEP crystal to time travel again and end up in the Ice Age, eventually befriend a group of Neanderthals; are you planning on addressing this at all?
- Are the Rulons still going to be humanoid animals (i.e. frogs, snakes, ants, sharks, crocodiles, etc.)? Or are they going to be simplified into a more single, uniform species?
- What happened to all the old dinosaur species that the Dino Riders befriended in the cartoon? And where did all these new feathered dinosaurs come from (since they weren't in the original series)?
- Where are all of Krulos' generals? In the cartoon, characters like Rasp, Hammerhead, and Antor were pretty major parts of the story but they don't get any mention here. Are you planning on utilizing them at all? I specifically think Rasp could make a great addition to the cast of characters, as the dynamic between him and Krulos is a very interesting.
- Who is Bellona's Mother? Is she dead too?
- As I mentioned earlier, I think more of the original cast of Dino Riders could be utilized. I think it would be a cool callback for the fans of the cartoon, as well as create a more overall cohesiveness between this and the original series.
- The STEP crystal is a very important part of the original cartoon; it's basically the macguffin for the whole series, but it's not even mentioned in this. I think it would be smart to include it in the plot somehow; maybe the Rulons need to get it from the Valorians in order to power the Iron Sun? Just something to think about.

### **SECTION THREE – (Comments for each Act)**

#### **ACT ONE –**

- I think the first act could benefit heavily from a brief, action-packed teaser at the beginning of the film set before the events of the main plot. The first idea I had for this would just be a remake of the beginning of the cartoon (similar in style to the very beginning of JJ Abrams "Star Trek" reboot), explaining the relationship between the Valorians and Rulons, introducing key characters like Krulos or Turret that we'll meet again later, as well as showing how the characters got to prehistoric Earth in the first place, to viewers who might not necessarily be familiar with the source material. The second idea I had was to show the exact battle in which the Valorians officially lost the war; this would allow for the same benefits of my first idea, without necessarily retreading the same ground as the cartoon.
- Mind-Zei could sense other's presences and his own surrounding without help from any Dinos. Does Hart-Zei have this same ability or is he just able to talk to the dinosaurs? (Also, not sure if you've seen the Avatar: The Last Airbender cartoon, but in it they have a similar character named Toph who is also blind but is still able to function very effectively by using her special powers to make up for her handicap. Could be beneficial

to analyze how the creators utilized her character when writing for Hart-Zei. But it's just something to keep in mind).

- You state that Hart-Zei is “charmed by Bellona,” are you planning on making them love interests? Or more of just partners and good friends?
- In the cartoon, Ikon is an extremely skilled statistician and pragmatist; when making plans with Questar, he doesn't usually sugar coat anything and tends to not let his emotions affect him at all; I think this would be a better reasoning for why he refuses to help Bellona initially since they have a such a small chance of defeating the Rulons in their current position. That being said though, wanting to keep Hart-Zei safe could still be a part of his thought process.
- I love the name Nestor for their dinosaur companion. Its endearing in the same way that names like “Chewie,” “Hedwig,” or “Groot” are.
- While I appreciate the fact that you've chosen to utilize the many dinosaur species' scientific names, I think giving each species their own nickname, similar to how you call the Chindesauruses “Ghost Lizards” (another great name) could be beneficial. Not only are these names more memorable and fun, but, given that a lot of children will be watching this movie, it would be smart to give the dinosaurs names that kids are actually capable of pronouncing. Just a suggestion though.

#### ACT TWO –

- When Lictor is wounded by Ikon, do the Rulons not have any medics with them that could be able to help him? I think it would be a good idea to maybe throw in a line or two explaining that his injuries are too severe for the Rulon's medical abilities, and that's what causes Serena to reveal herself and try to help. I also think that Lictor should be unconscious during all of this, including when Serena is taken prisoner, so that his potential redemption arc may be a little more believable.
- Nestor being “too old” to travel to the imperial palace kind of seems like a cop out to introduce the new pair of blue-feathered Gigantoraptors. I think it would be more believable to maybe have Nestor get injured somehow while travelling due to his old age, and that's why he can't go with Bellona and Hart-Zei.
- It seems a little strange to me to have Lictor be conflicted by his father's orders and hint at a possible redemption arc for him, considering that his views don't really end up changing that much by the end of the film. Unless you are including this to set up his redemption in a possible sequel, I would try reworking this specific aspect of his character. (I would also suggest taking a look at another character from the Avatar: The Last Airbender cartoon, Prince Zuko, as he is one of the best written characters in that show and is very similar to Lictor, in that he is the son of the main bad guy and actively works against the protagonists, while still being somewhat conflicted about his own actions).

- The part in which Serena and Ikon are imprisoned in the imperial palace could be a good time to really set the stakes of the plot. You could include a bit where the Rulons demonstrate to the two of them the true power of the Iron Sun and the damage its capable of creating. This would give the viewers a glimpse of just how bad it will be if our heroes fail, and also give a reason for why Ikon changes his mind about fighting back and decides to meet up with the surviving Valorians, after refusing to help Bellona initially.
- How can Bellona talk with Nestor (a dinosaur) at the end of Act Two if Hart-Zei is supposed to be the only one with “the gift of talking to dinosaurs”? I think instead, this could be a good moment to introduce another one of the original Dino Riders to help Bellona come up with a plan to help Hart-Zei, instead of Nestor (my top picks would be Questar, Llahd, Astra, Glyde, Kameelian, Ayce, or maybe a force-ghost type vision of Mind-Zei).

### ACT THREE –

- You never specifically mention what type of Dino Krulos rides, but I think it would be a cool callback to the cartoon to have his mount be a huge beefed-up T-Rex of some kind, decked out in a bunch of guns and lasers.
- Not sure if this is just a mistake or if you did this on purpose, but in the original series, Mind-Zei is actually Serena’s Grandfather, not father, which would make him Hart-Zei’s GREAT Grandfather. Like I said this isn’t a huge deal if you want to change him to be Serena’s father instead, but I just thought I should make sure you knew either way.
- The sequence in which Hart-Zei summons all the dinosaurs to help them win the battle is awesome. However, I’m a little confused as to how Hart-Zei remembering Mind-Zei final words allows him to talk to all the dinos on Earth. He already summoned an army of Gigantoraptors who presumably weren’t all just sitting in the same area, so why couldn’t he have just done this earlier?
- How does Krulos expect Lictor to fly back to the Rulon home world without a STEP crystal? Aren’t they literally millions of years in the past? How is this possible?
- I like the idea of hinting at an even bigger bad guy than Krulos in the “True Emperor,” at the end, but I don’t remember this ever being mentioned in the original. Therefore, I think it could be smart to use Rasp as the main villain in this first film, and then hint at Krulos’ return to Earth in the sequel, therefore making Krulos the “bigger bad guy,” just like how he was portrayed in the cartoon. Just an idea though.