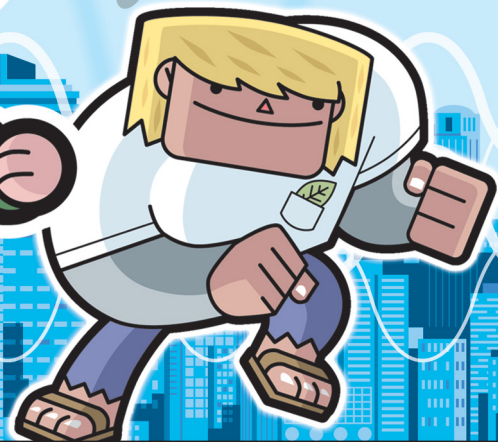
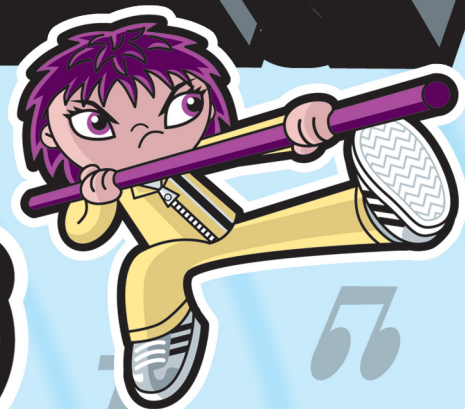
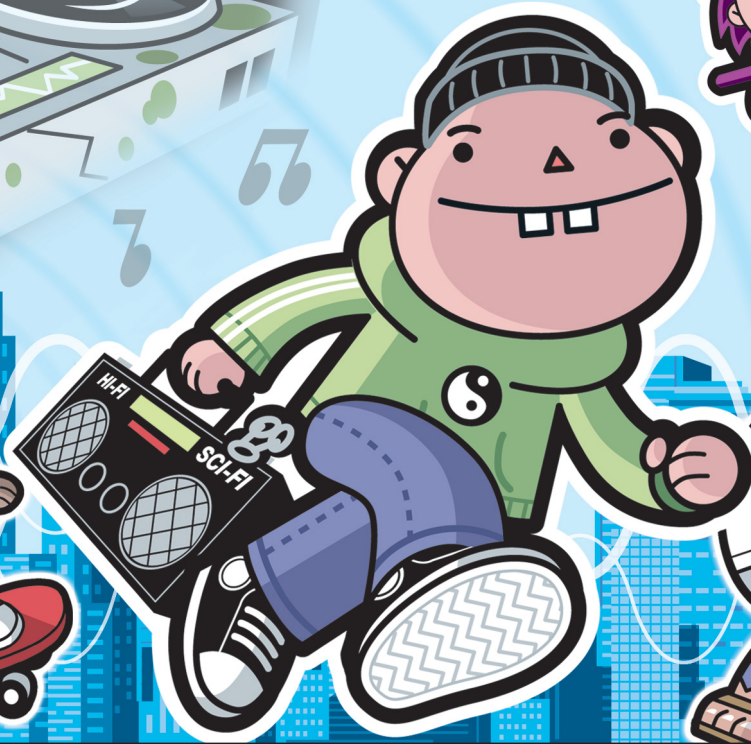


BEING MONSTER SUPERHEROES IS TOUGH,
BUT THE FOURTH GRADE IS TOUGHER!

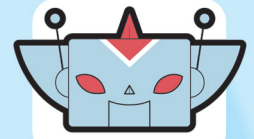
KAIJU PATROL



9090N



NEKO-CHAN



MECHA-BOY



KEBUKAI



CHO-CHO

KAIJU PATROL **怪兽大巡行**

CREATED BY RALPH COSENTINO

DEVELOPED FOR TELEVISION
BY MIKE RYAN AND RALPH COSENTINO

THIS IS BIG...

Really big!

I'm talkin' huge, camera-shaking stomping down the street big!

This is about five normal everyday twelve-year-old kids ...

... that transform into 100ft monsters that fight for good and defend the world from evil! As big as buildings! Fists that crush skyscrapers! Tails that crash down shaking mountains to their core! Body slams in the ocean that cause tidal waves!

Of course, it's not all kicking big, giant, evil monster booty. Being really big monsters, our heroes can use buses as Q-tips (with all the passengers grossed out by the monster ear wax); they can use light posts as toothpicks, buildings as backscratchers, burst water pipes/fire hydrants as drinking fountains, buildings as projection screens to watch movies.

Big enough for you? But wait, it's also small.

The big things are small and the small things are big ... especially in that way kids see the world and their life and their problems. Sometimes the littlest things are huge and the hugest things are no big deal.

Our gaggle of twelve-year-olds must balance fighting evil monsters while facing the storms of everyday life as kids. Bullies at school. Homework. Tests. Grades. Friendships (always volatile and fragile at that age). Parents (always volatile and fragile at any age). Peer pressure. And, quite frankly, learning how to do the right thing.

At the end of the day, the heart of Kaiju Patrol is telling stories that will inspire kids to **believe** in themselves, and that they **can** make a difference.

So, I guess what I'm trying say is: the heart is big.
Really big.

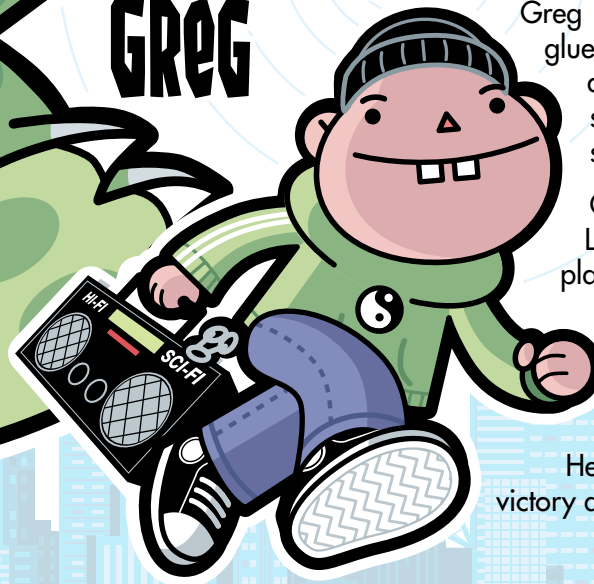


THE HEROES

GOGON



GREG



The Leader

- Optimistic • Prankster/clown • Always has a game plan • Dependable
- Jovial • Goes by his gut feelings and instincts

Greg quip; "Let's Rock! Kaiju Style!"

Greg is not your typical leader. He has style and a wicked sense of humor. He's a prankster. He can tease. He keeps the group on their toes through jokes. He's a little bit Bill Murray in Stripes ... goofy, loose, funny but still in charge ... still a leader of men ... well, boys ... and girls ... that all turn into huge monsters.

Greg likes to catch his friends off-guard even in moments of crisis. They could be fighting a huge monster and Greg says, "That's it. I quit. I give up. Let's just get out of here."

The others look at him in a panic. Really?!?! Greg grins: "Nah, just yanking your chains. We're gonna make it and here's how." He goes on to detail a plan of action about sneaking around behind, smashing buildings over monsters' heads, wrapping them in suspension bridges, etc.

Greg also unleashes his pranks on the deserving: he'll put glue in the Principal's hand-lotion bottle, hair dryer under the bully's desk filled with glitter, a noisy boom box secreted behind filing cabinets in the Vice Principal's office, shaving cream in the helmets of the football team, etc.

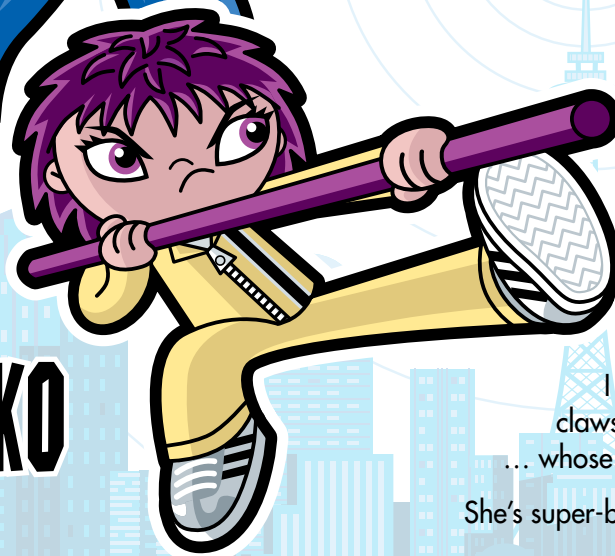
Greg's upbeat. The glass half full. Lemons? No way! Lemonade. Even when you work hard, you can still play hard.

Greg is a wicked break dancer using his four arms in some wicked moves. It's all really cool (until he knocks a building down with his tail) "Sorry. Sorry about that." He's the giver of "multiple high-fives."

He's the choreographer of fight moves, groove moves and victory dances.



NEKO-CHAN



NATSUKO

The Hothead

- Loose cannon
- A fighter
- Short tempered
- Loud
- Competitive
- Rebellious
- Rosie Perez NYC accent

Natsuko quip;
"That's wickey wickey whack!"

Natsuko is Greg's younger sister by about a year, and she is a handful. She wasn't about to be left out of the Kaiju Patrol! Uh-uh! No way! And, when Natsuko says "Uh-uh! No way!" She means it!

Natsuko has a sibling rivalry with Greg that only goes one way. She's always trying to compete with him or better him. "I'm going to smash this monster before you can." "I'm faster than you are." "I've got more power."

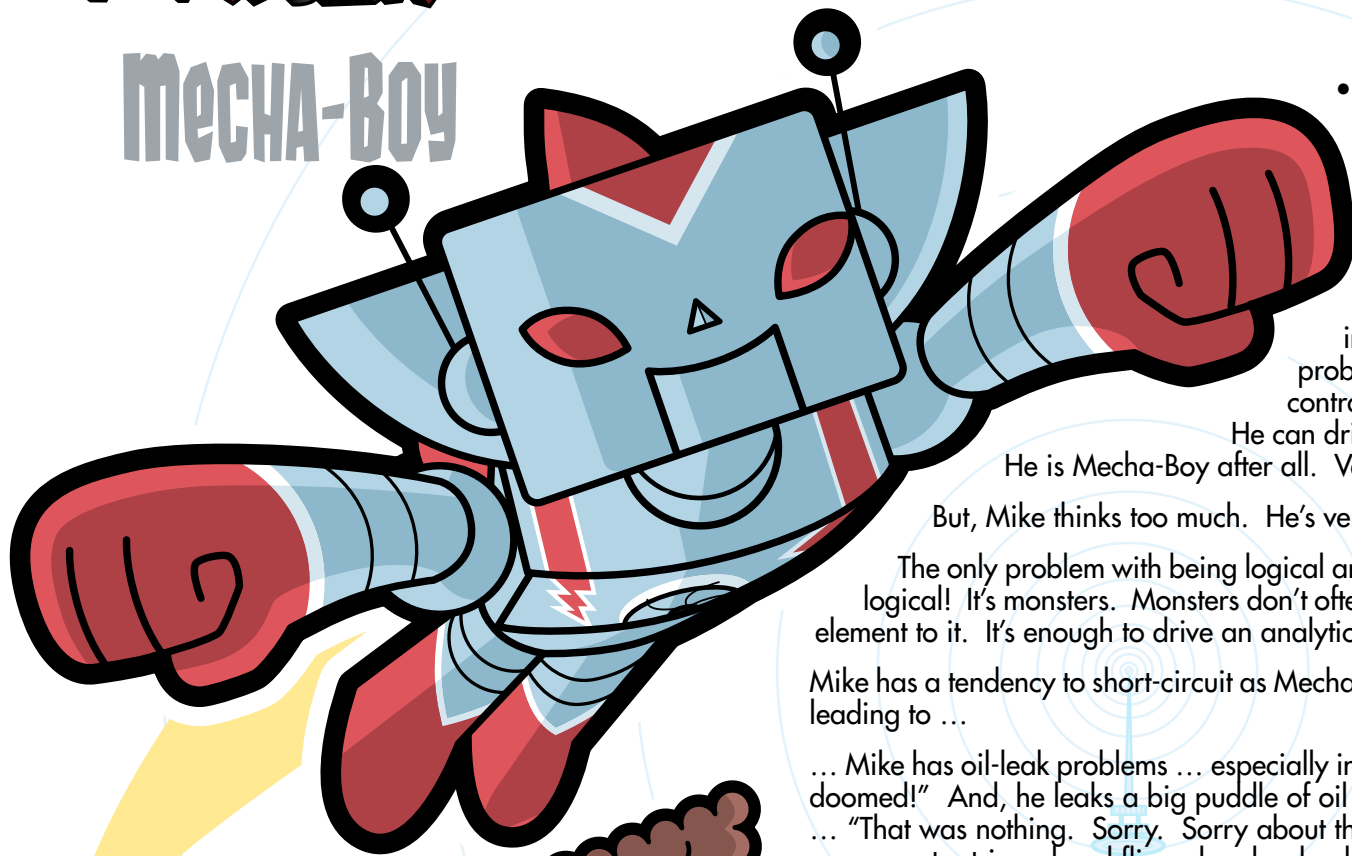
But, no matter what Natsuko does, Greg couldn't really care. He thinks it's cute. It's just Natsuko. He smiles: "That's great, Natsuko" or "You go get'em, Neko-Chan!" And, this really gets her mad. Why won't he ever take the bait! She just can't seem to get his goat! Older brothers are such a pain! They're whack! Wickey, wickey whack!

Natsuko is a master martial artist as a girl and as a kaiju/monster. She studies many different forms and loves weapons: fighting sticks, bo staff, nunchaku. She loves to practice ... but she loves actual combat even more. It's the best way to hone one's skills ... by smacking the crud out of some evil monster (and it's fun!).

I mean, what is badder than a giant monster hellcat with a set of wicked claws? A giant monster hellcat with two sets of wicked claws and nunchucks ... whose eyes glow at night and shoot ray beams.

She's super-bad, and she loves it!

MECHA-BOY



MIKE



The Thinker

- Methodical • Analytical • Brainiac
- Polite • High maintenance • Pessimistic (like Bill Paxton in James Cameron's Aliens)

Mike quip; "We're soooo doomed!"

Mike is always prepared. Like a big, metallic boy scout, Mecha-Boy has everything he needs ... including the kitchen sink. You name it, Mike can probably do it. Whether it's constructing some kind of contraption or a trap, launch rockets, missiles, lasers. He can drill, blast, shake or crush through just about anything.

He is Mecha-Boy after all. Very handy.

But, Mike thinks too much. He's very logical.

The only problem with being logical and fighting monsters is that fighting monsters just isn't logical! It's monsters. Monsters don't often make a lot of sense. And, there's this whole magic element to it. It's enough to drive an analytical brain crazy! And, it often does.

Mike has a tendency to short-circuit as Mecha-Boy when situations seem to lose all sense of reason leading to ...

... Mike has oil-leak problems ... especially in moments of duress. "We're doomed! We're soooo doomed!" And, he leaks a big puddle of oil as he freaks and then tries to cover it up afterwards ... "That was nothing. Sorry. Sorry about that." Or, "I meant to do that. See? It worked. That monster tripped and flipped on her back. The day is saved. <Weak laugh>."

And, sometimes when he's scared, his head spins around and around and around until Natsuko steps in and slaps him silly (or straight rather). It's just a short in his circuitry as Mecha-Mike.

Mike has a tendency to get on Natsuko's nerves just by being himself. He can quote "facts" as he sees them "Girls are physically smaller than boys therefore their brains are smaller." Natsuko isn't going to take this and clobbers Mike.

Mike and Greg have something of a Spock and Kirk relationship. Best friends ... but total opposites ... Greg's gut instincts mentality often comes up against Mike's facts, reason and logic approach.

Mike is occasionally prone to getting a computer virus that turns him into Mecha-Bad Boy.



KEBUKAI

KENN

The Force of Nature

- Generous
- Gentle giant
- Soft spoken
- Very complimentary towards others
- Taoist/Zen go with the flow
- West coast m e l l o w

Kenn quip; "Hey, just chillax!"

Kenn is very Zen. He's down to earth, relaxed. He goes with the flow and is fond of relating (in his own special idiom) little Taoist/Zen sentiments. It's almost as if he's handing out little gems to friends and foes alike (although what a three-headed hydra is going to do with "The water never argues with the rock. And, yet the water always wins," I have no idea).

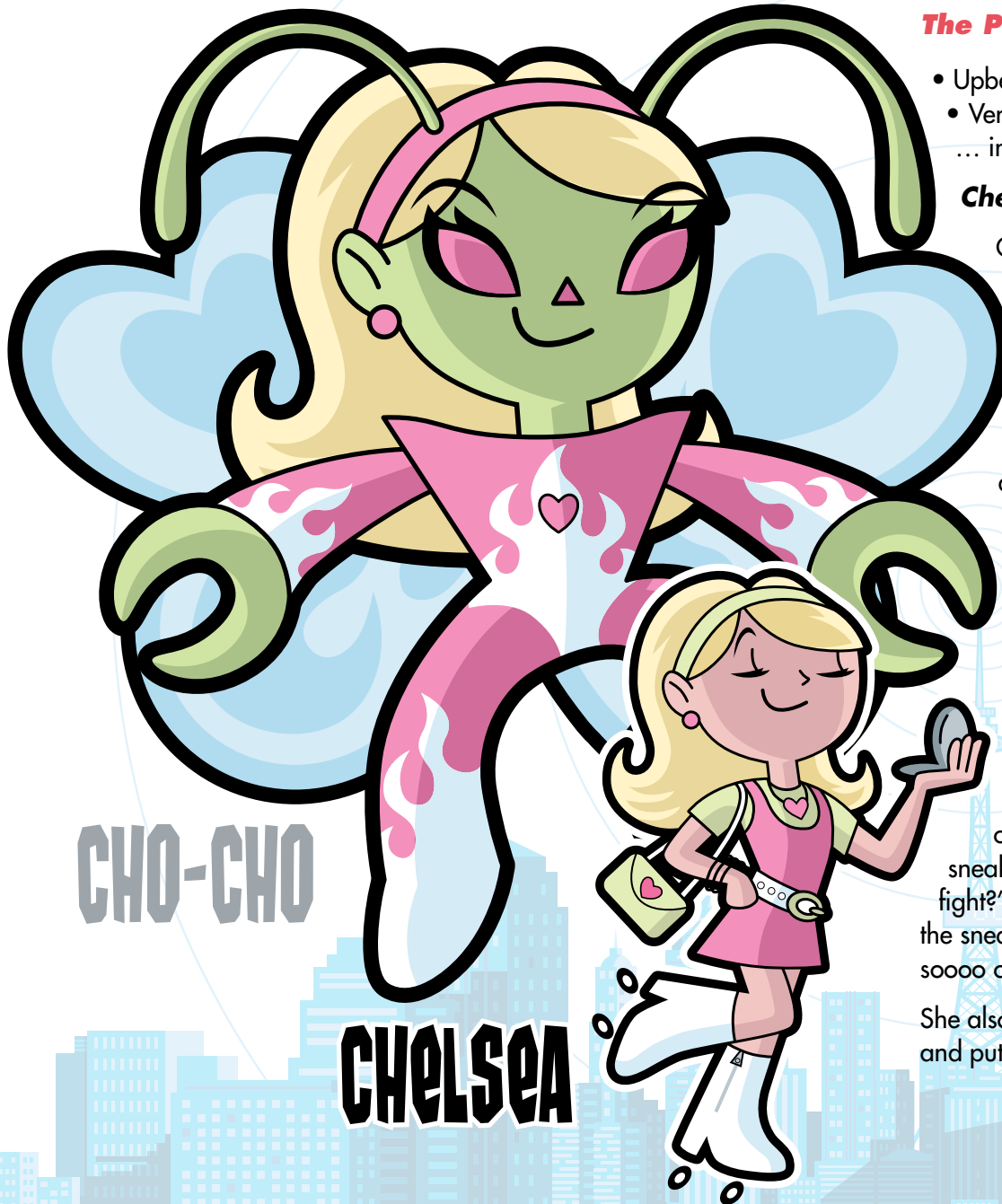
Kenn is very compassionate ... he's always wanting to help. He tries to bring peace and calm to everyone. If Mike is having one of his meltdowns, Kenn will try to help by using his massive hands to twist Mike like a pretzel in a painful-looking yoga pose and say: "Breathe in, breathe out ... isn't that better? Don't you feel better? All your problems are gone from your mind." Yeah, all the problems are gone from the mind because the body is in so much pain!

His teammates try to get him to use these pretzel/yoga poses on some of the giant, evil monsters. Kebukai is more than happy to do so bringing peace and harmony to an evil octopus with savage tentacles. "There, don't you feel better?" The rest of the team certainly does.

Kenn does have a soft spot for the environment and goes out of his way to recycle, protect trees and all living things ... no matter how small ... which can sometimes be very distracting.

He may be gentle, but if you make him mad, watch out. He becomes an unstoppable force! Huge, powerful and very destructive!

THE HEROES



The Pretty One

- Upbeat.
- Cheerleader.
- Fussy with makeup and the way she dresses.
- Very fashion conscious.
- A girl's girl.
- A butterfly ... that kicks ass ... in a nice way.

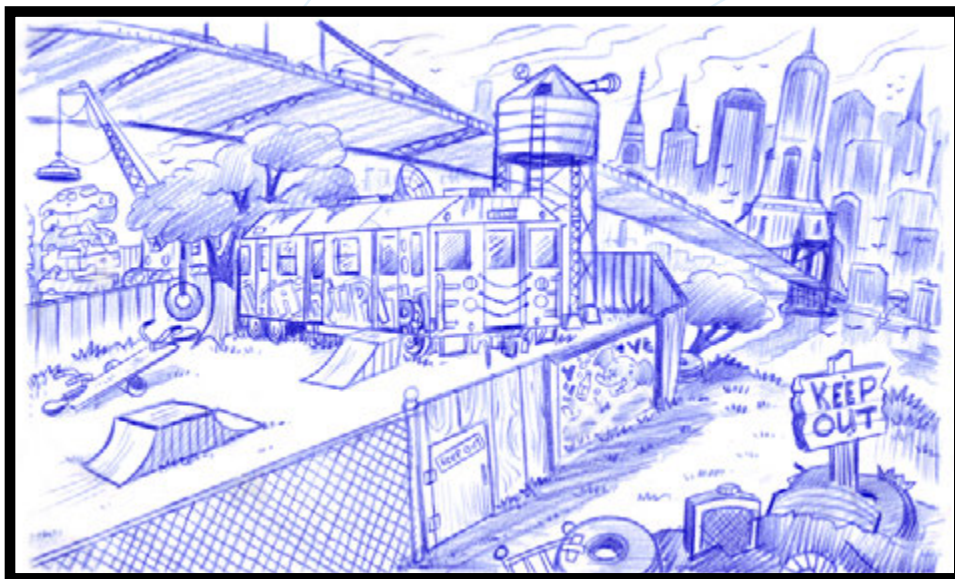
Chelsea quip; "Don't I look fabulous? Of course I do!"

Chelsea is the opposite of Natsuko in almost every way. Chelsea is sweet, patient, understanding, courteous, well-mannered and very charming. Everyone likes Chelsea. It's hard not to. (Well, she constantly irritates Natsuko ... but pretty much everybody in the whole world constantly irritates Natsuko).

Chelsea believes that you can enjoy beauty and be a great fighter. The two are not mutually exclusive. Beauty is a power all its own and shouldn't be discarded or degraded in any way. It's poetry in motion. It's grace and dance. Beauty is a reflection of all that's right with the world. Truth is beauty and beauty is truth. That's all she knows and all she needs to know.

Chelsea has a little pair of magical chipmunk twins in an old leather pouch on her belt. They're a gift from Grandma Mothra and the little twins pop out and sing "Cho-cho-cho-cho! Cho-cho-cho!" over and over and over and over and over again. It can be really annoying and can happen at the worst moments ... even when Chelsea is trying to get some boy to notice her or talk to her or she's being cool and the twins pop out and ruin it by singing repeatedly. Or she's sneaking up on a monster and the Cho-Cho Twins pop out, "Time for a fight?" "Ooh, time for a fight." And, they start singing completely ruining the sneak attack. But, Chelsea can't stay mad at them for long. They're just soooo cute.

She also thinks Kenn is so cute and is fond of blow drying his fur as Kebukai and putting it up in ribbons and bows.



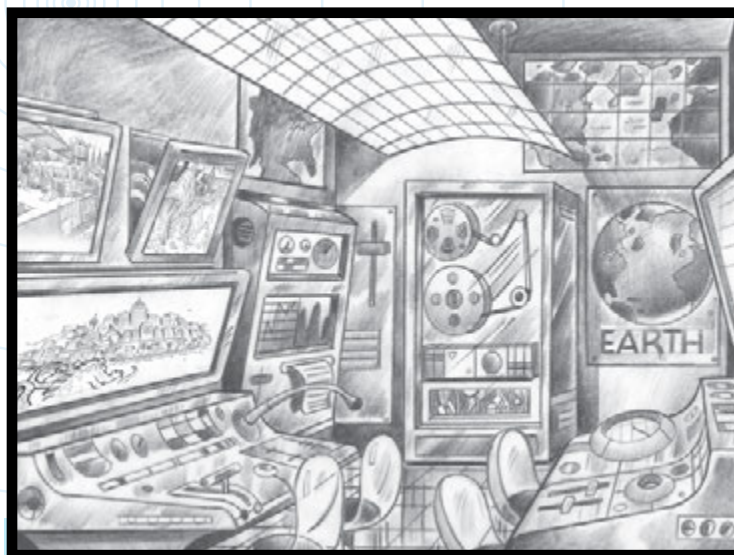
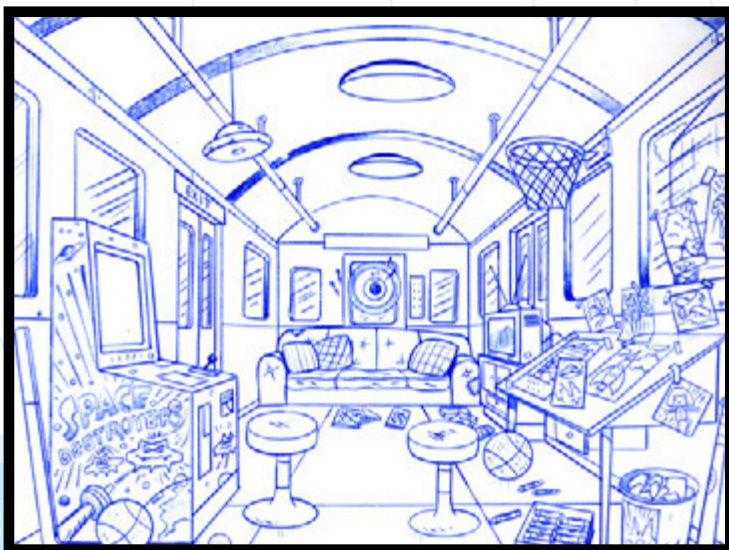
The kids have a “clubhouse” that they’ve made out of a an old subway car in Mike’s granddad’s junkyard.

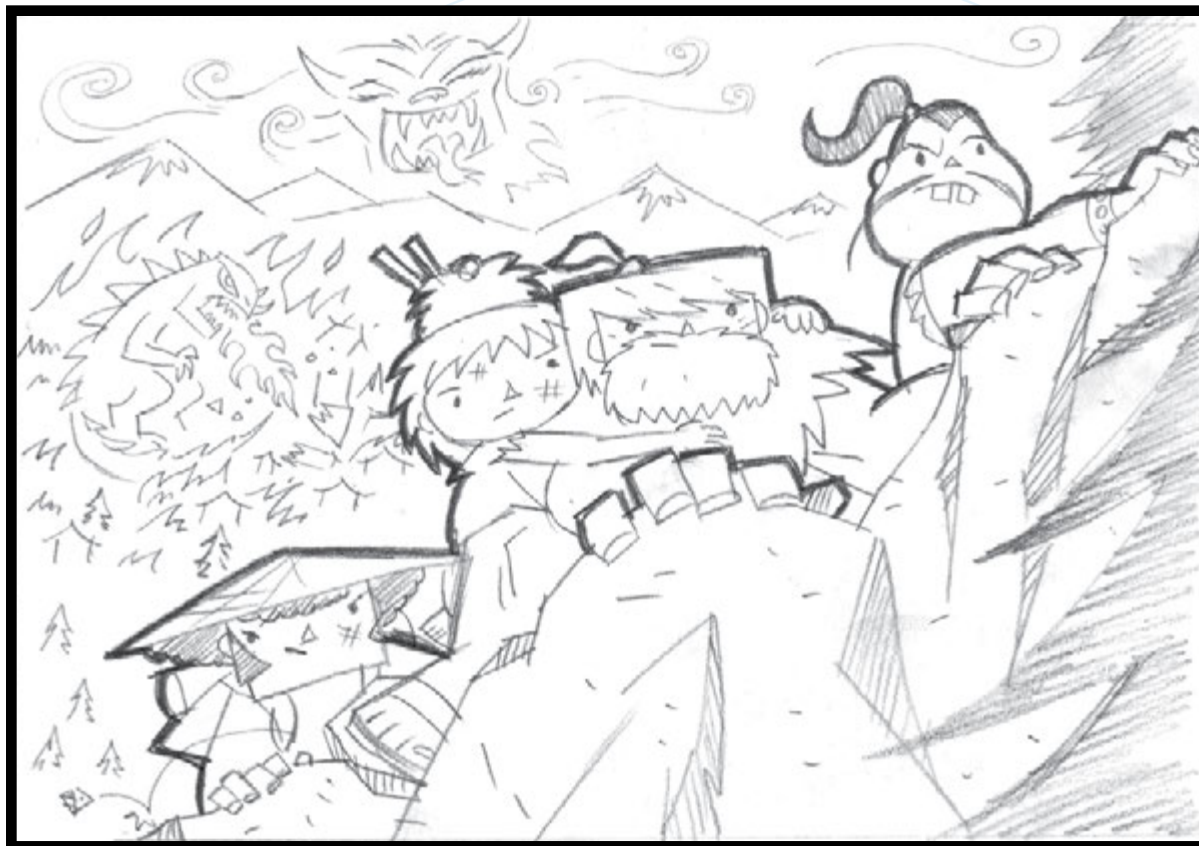
The junkyard itself is huge and gives our heroes a chance to roam and practice and crush stuff all day long. It’s like a giant playground and “free range for giant kaiju.”

The subway car is decked out with all the kids’ favorite games. It’s a place to chill. A Kaiju Crib if you will. Our heroes spend a lot of time in their Kaiju Crib just being kids and having fun.

But, when there is a monster alert and Kaiju Patrol is calling ...

... the subway car transforms into a high tech command center for the kids. Here, they can receive instructions, information and the location of the monster threatening Megacity or the world!





Centuries ago in ancient Japan, five intrepid villagers (the ancestors of our current Kaiju Kidz) climbed Mount Mahou in search of help. The country was being ravaged by huge monsters. These five villagers sought aid from magical tengu (goblins) that empowered the humans through music. In order to fight a giant monster, you must become a giant monster. The music not only brought out the best in them but the beast in them as well.

Thus, Kaiju Patrol was born. Through the generations, special individuals have been chosen to carry on the legacy of Kaiju Patrol ... unleashing the giant monster within to fight for good and defend the world against evil (usually big, building crushing monsters).



M.U.M.M.

M.U.M.M. runs the worldwide organization of Kaiju Patrol. She's a little bit M from James Bond ... a little bit Zed from Men in Black ... and a little bit Elizabeth Hurley in tight-fitting spandex (amen!). She aids the Kaiju Kidz in setting up their missions, communicating important information ... and being a bit of a mother figure ... even if at times, she's kind of oblivious to anything but the point of the matter (she's English after all).

PROFESSOR SCRATCH



PROFESSOR SCRATCH is one of the magical tengu from the mountain. He mixes the tuneage for the Kaiju Kidz that enables them to transform into the giant monsters. Professor Scratch has a secret crush on M.u.m.m. He thinks she's sooooo beautiful. Of course, poor Scratch isn't even on M.u.m.m.'s radar. He has a bit of a regal David Hyde Pierce voice and tries to deny he's a monkey. He sometimes says stuff to M.u.m.m. like: "Tea and bana...errr crumpets?"

MUSIC AND TRANSFORMATION



Each of the Kaiju Kidz has their own “personal” music in order to transform. In the fashion of a Wagnerian motif (a dance-trance, hip hop, trippin’ motif), the kids receive the music and go into their transformations.

ONIBABA

ONIBABA is a wicked witch from long ago. But, you know witches. They're pretty hard to get rid of. She's constantly bringing huge monsters to the surface (or from outer space) to do her evil bidding. She's out for revenge! She wants to destroy Kaiju Patrol and the Kaiju Kidz.

Why?

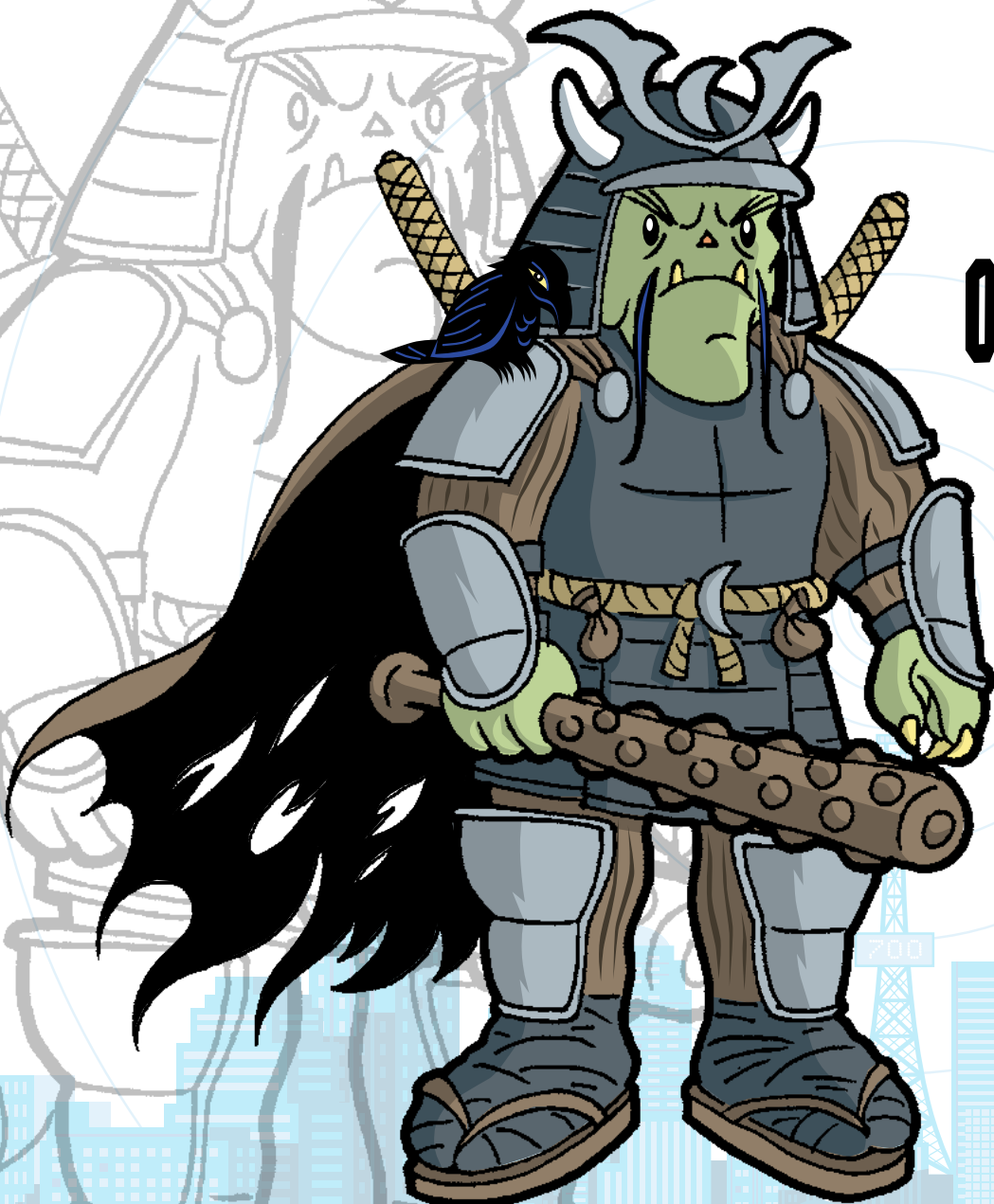
Remember those five intrepid villagers that climbed Mount Mahou centuries ago? Well, there were actually six! Onibaba was the sixth villager. But, she was not a nice person even then ... and she had nothing inside her that would allow her to become a kaiju to fight evil. The tengu/goblins turned her down and sent her packing. She never forgave them and vowed her revenge.

She spent decades learning the evil arts so that she could raise monsters from the depths and from under the earth to take her revenge for her. So, the ancient members of Kaiju Patrol imprisoned her in a glacier for centuries ... until it recently melted. And now, she's back and she's madder than ever!

She will have her revenge! Doubly so!

Onibaba speaks a bit like Maude (Bea Arthur): gruff, belligerent, easily put out.





ONIRONIN

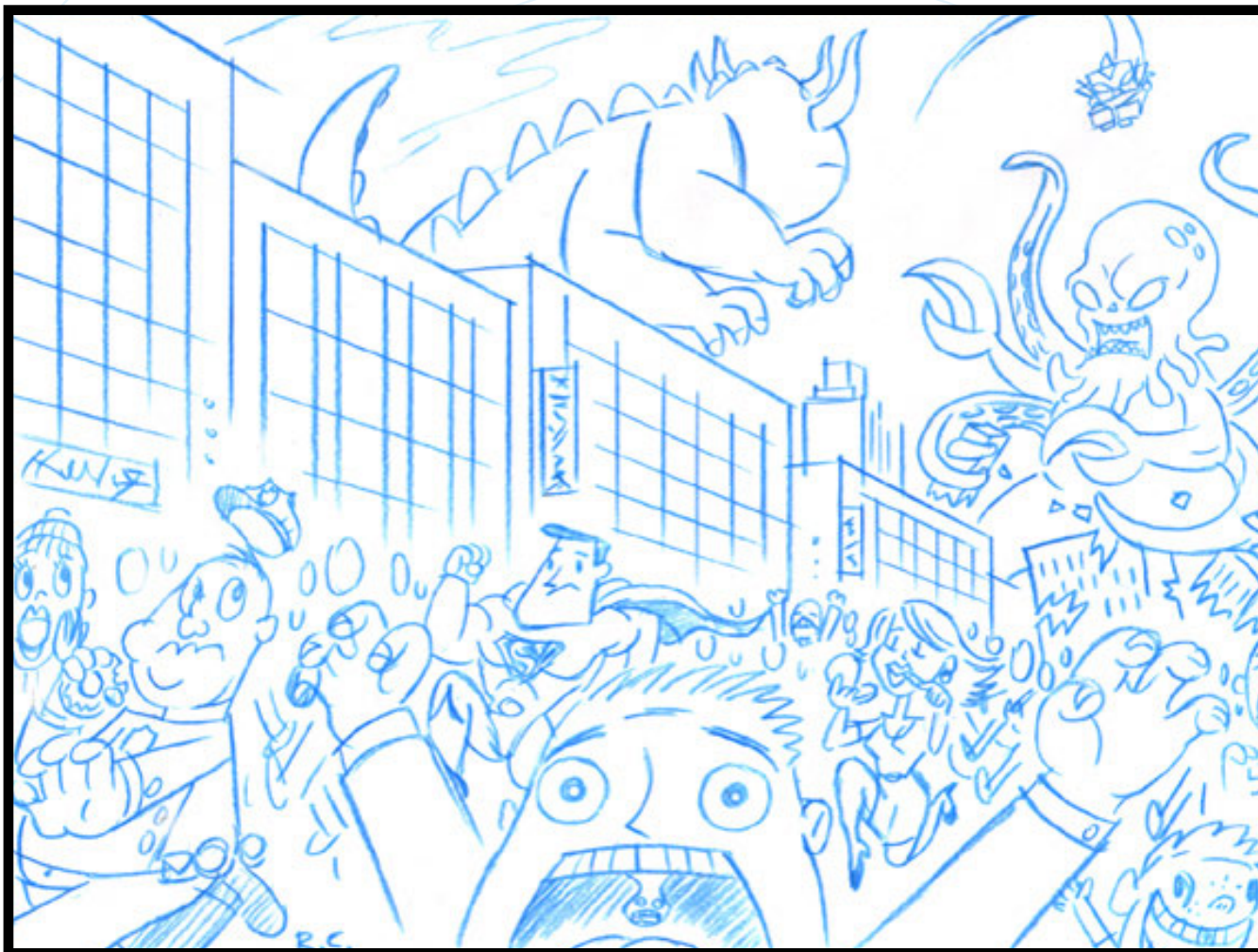
Onironin is Onibaba's brother ... and she treats him like crud. He used to be a mighty warrior that led armies into epic battles. Now, he's an errand boy that goes out for coffee. Life stinks!



DR. NOGOOD

DR. NOGOOD is a mix-master of evil music. He's searching for ways to capture the magical energy of music and control it for his own evil gain (like a record producer ... only maybe not as evil as that).





It's all about the monsters, baby. Every kind of monster you can imagine will stomp ashore, drop from space, burst out through the ground and attack Megacity and our heroes ... often at the magical behest of Onibaba.

From the Behemoth Twins (annoying English prep schoolers that always fight in tandem) to giant tentacle-laden beasts (whose tentacles have personalities of their own) to three-headed hydras with emotional problems to globular blobular toxic waste beasts, it will be all monsters all the time ... well, most of the time ... but, a lot of monsters ... a lot a lot of monsters

...



THE STORIES

SUBSTITUTE SCREECHER – When Mr. Weems unexpectedly takes a few days off, Onibaba lands a job as their substitute teacher. Not only does she give the kids way too much homework and constantly drag her long sallow nails over the blackboard – she also transforms the worst bullies of the school into giant monsters. Will the Kaiju Patrol find Mr. Weems and get him to come back? More importantly, will there be any school left to come back to??

THE SLUGWAY

While on a subway, the Kaiju Patrol notice a trail of slime being left from a passenger getting off. Curious, they also get off and follow the passenger thru a hidden subway tunnel passage to discover a lair of humans being turned into giant monster slugs by aliens tapping into the subway power sources.

JURRASIC PERKS

Onibaba magically revives and mutates dinosaurs from their skeletal remains from dozens of locations around the Earth including Ultra City. How can the Kaiju Patrol battle so many monsters? Kaiju Patrol summons help from around the world. Ironically Kenn is in a furor over urban sprawl encroaching on important fossil sites. Kenn saves the sites and makes some archeological discoveries that help the Kaiju Patrol defeat the mutant dinosaurs.

INVASION OF THE THREE-HEADED MANSTER

Dr. NoGood secretly crashes a giant meteor into Ultra City carrying a giant beast with three humanoid heads (parody of three stooges) . If he can get the creature to destroy Ultra City's deflector shields, Earth will be unprotected from more monster-filled meteors and Dr. NoGood will have an army of slapstick terror at his command. In school, the bullies picking on Greg's classmates won't let up until Greg wittily makes them turn on themselves.

STUCK A FEATHER IN HIS CAP AND CALLED HIM MECHA-RONIN

Dr NoGood completes construction on a super robot. Onironin's magic gives it mad skills thus creating the Mecha-Ronin! He dices, slices and makes mincemeat of all in his path making him a challenge for the Kaiju Patrol to defeat. Mr. Lev gives tips to Greg who is struggling both with Mecha Ronin and in history class. MUMM suggests song lyrics supposedly to help him memorize facts for his upcoming test and Greg realizes the secret to defeating the Mecha-Ronin could be hidden in his homework.





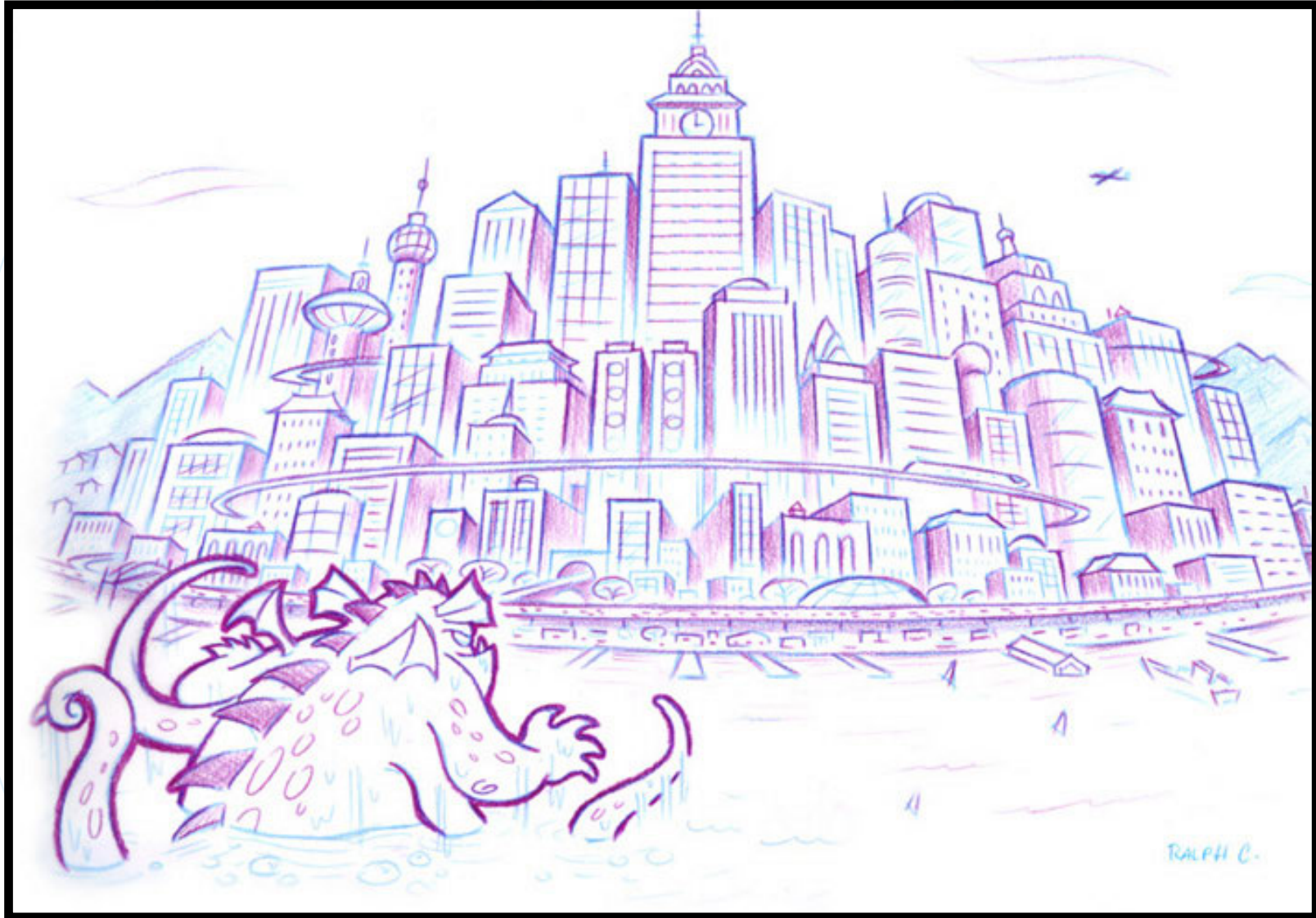


* Note: When all figures were collected and lined up, the secret message on heels read:
“ Believe in yourself, you can make a difference.”



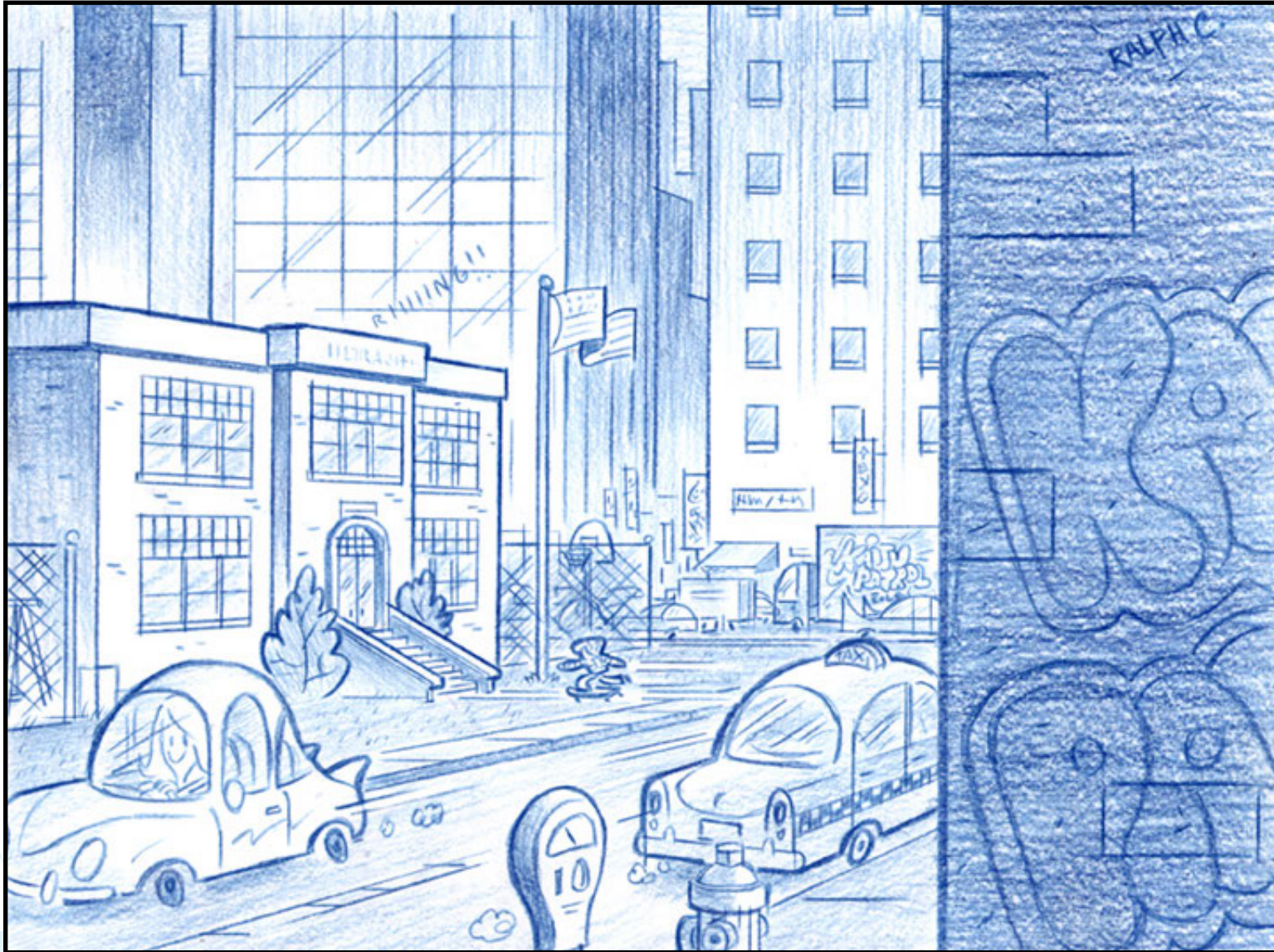
VISUAL DEVELOPMENT







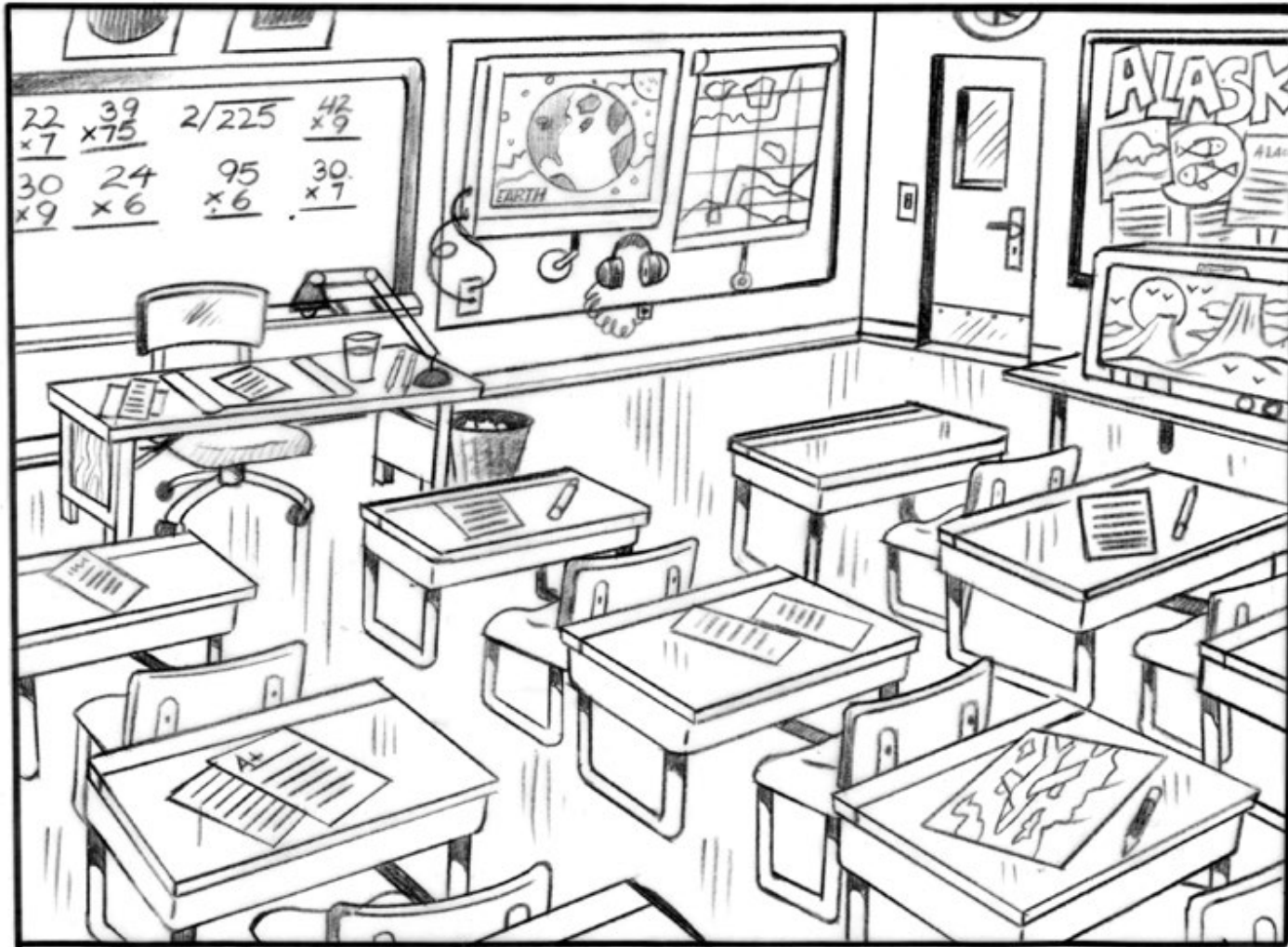
ULTRA CITY



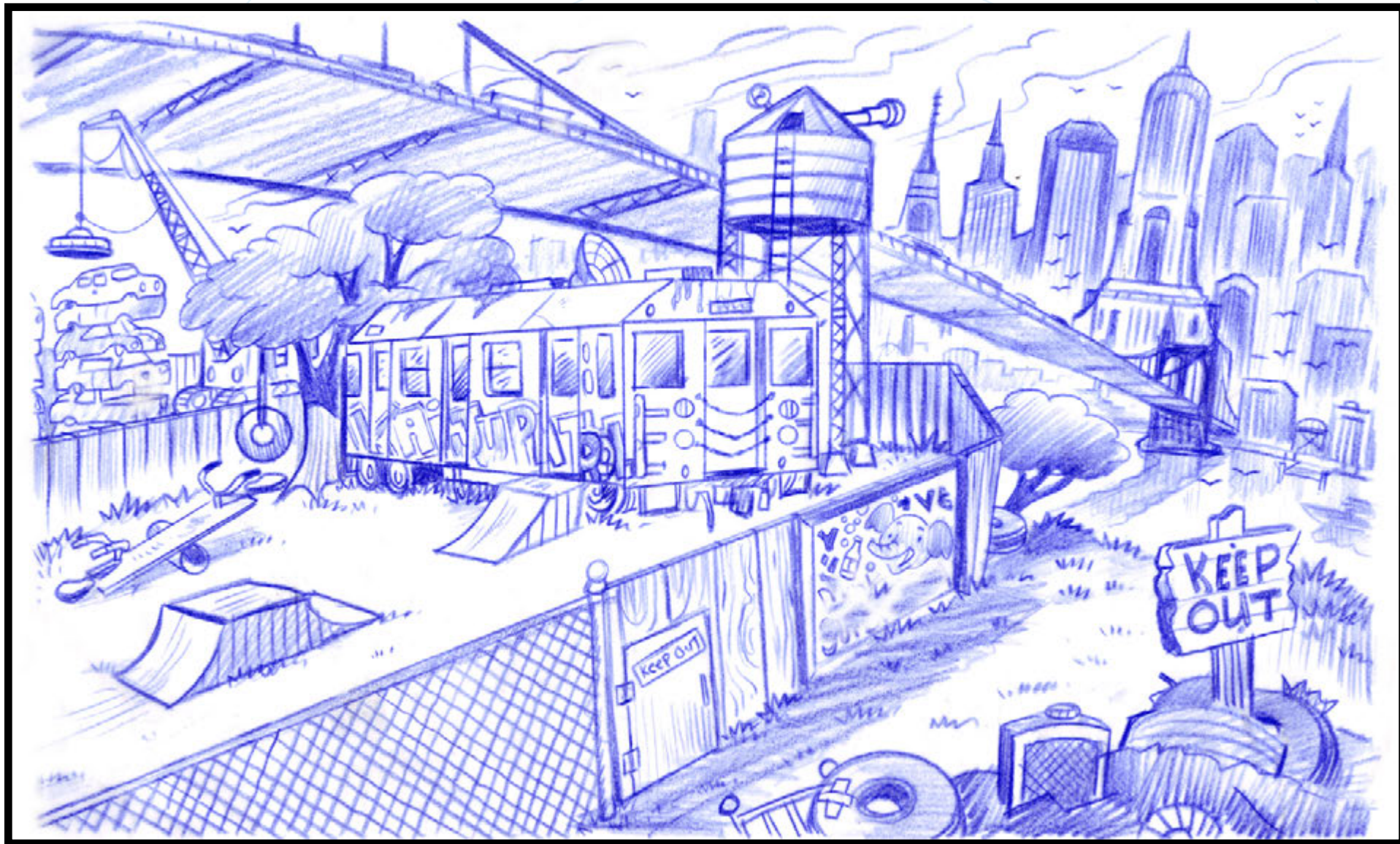
ACKERMAN MIDDLE SCHOOL



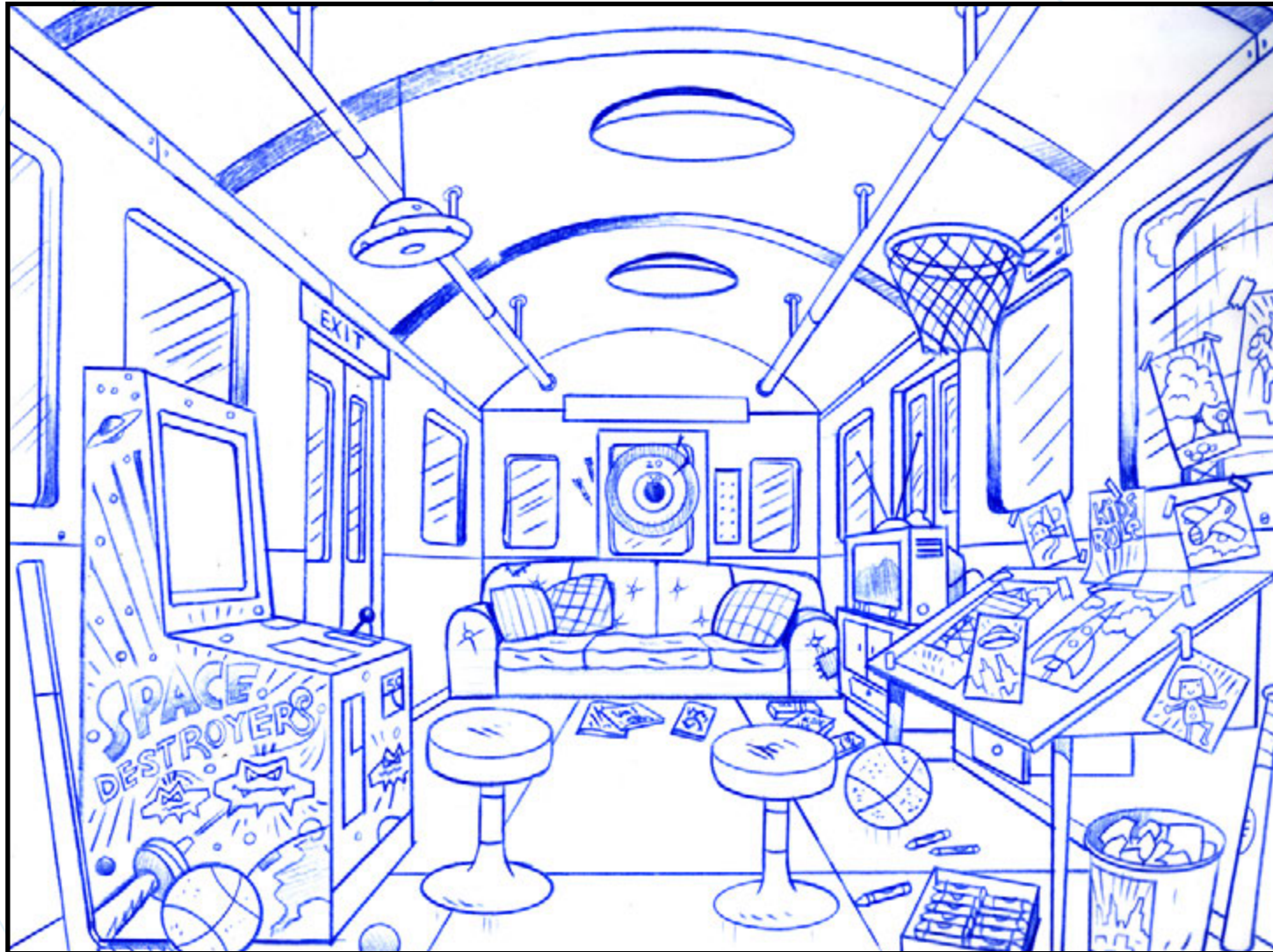
ACKERMAN MIDDLE SCHOOL



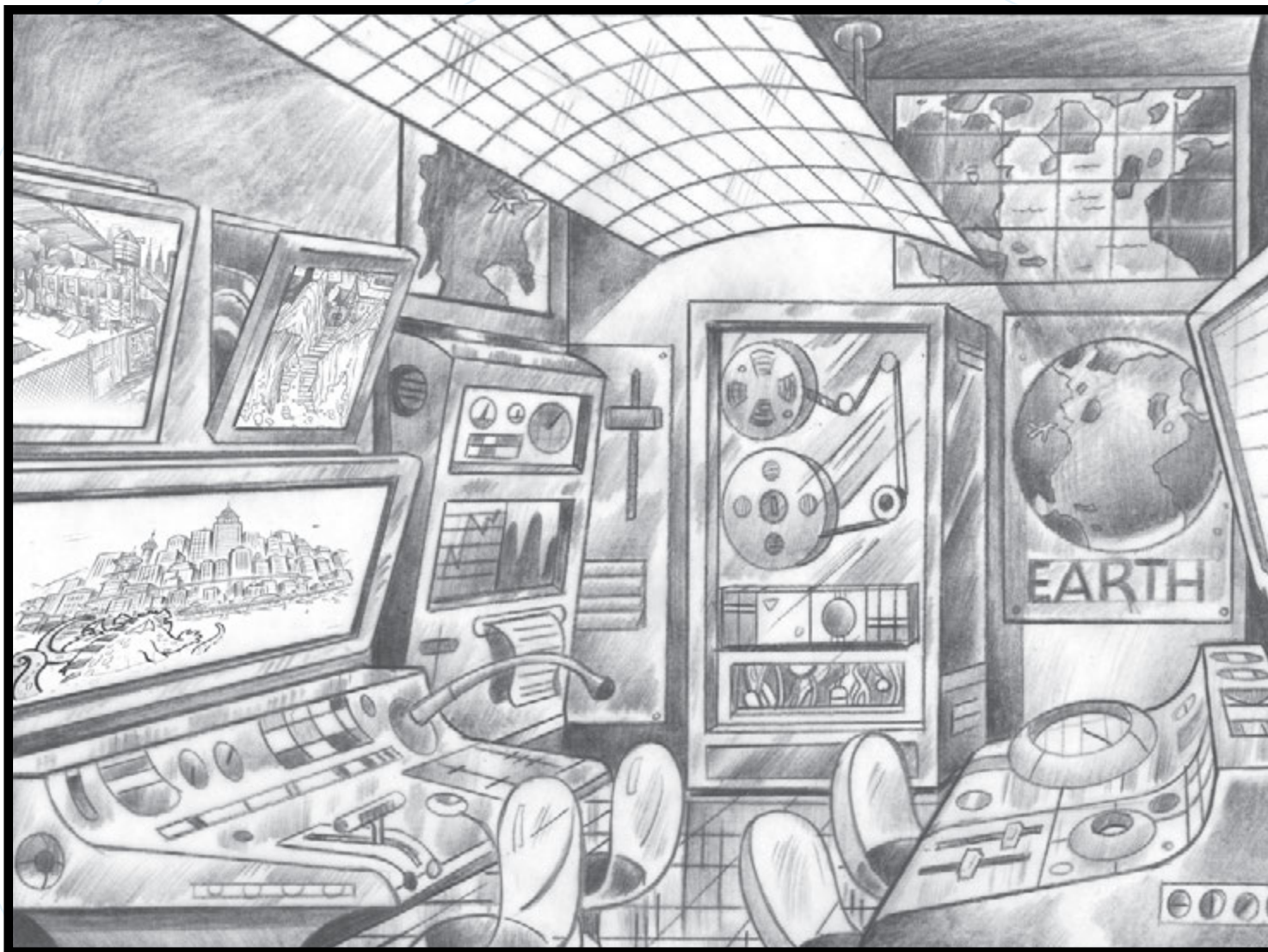
ACKERMAN MIDDLE SCHOOL



KAIJU PATROL CLUB HOUSE-HQ



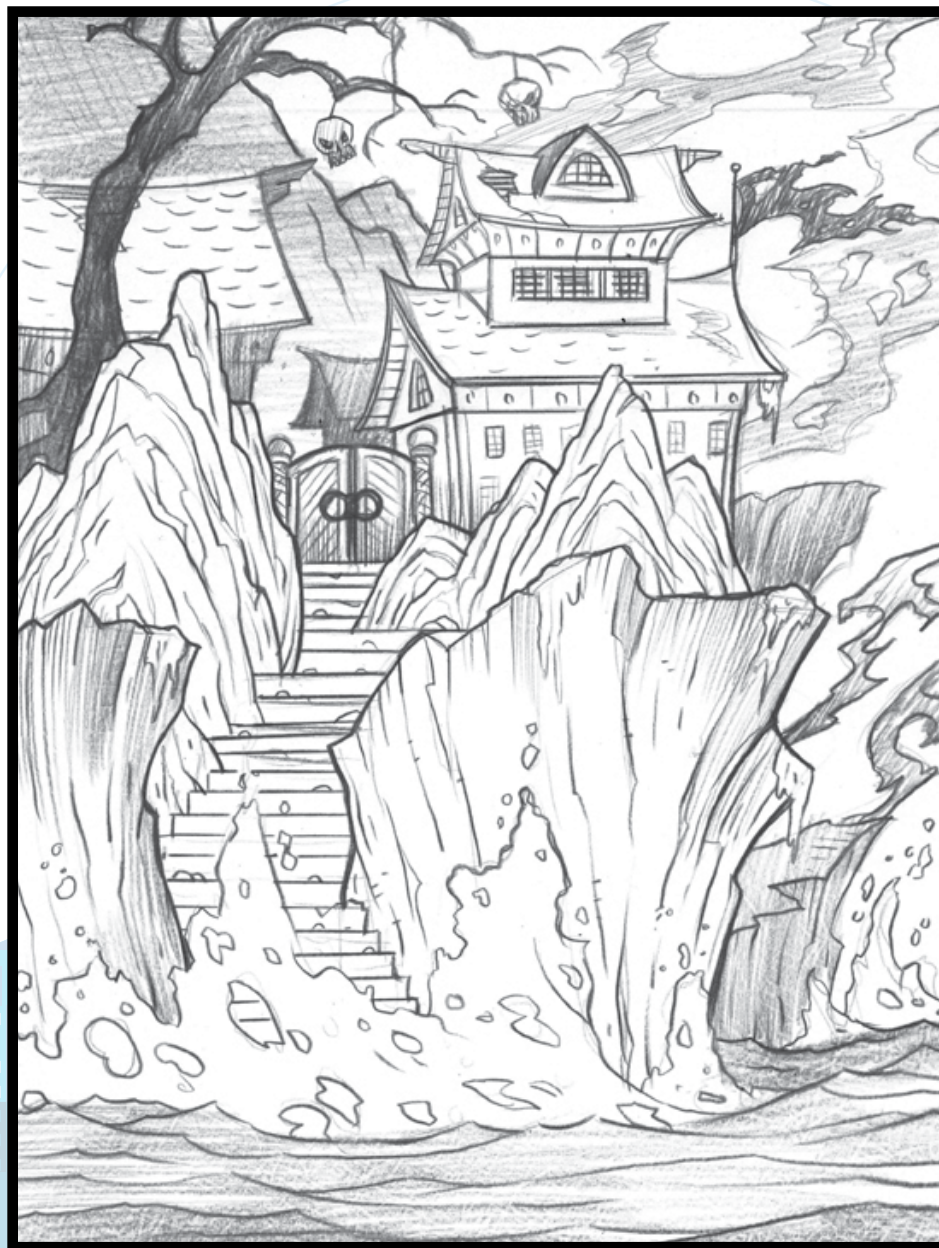
KAIJU PATROL CLUB HOUSE-HQ - INTERIOR



KAIJU PATROL CLUB HOUSE-HQ - INTERIOR CONVERTED TO HQ



ONIBABAS LAIR

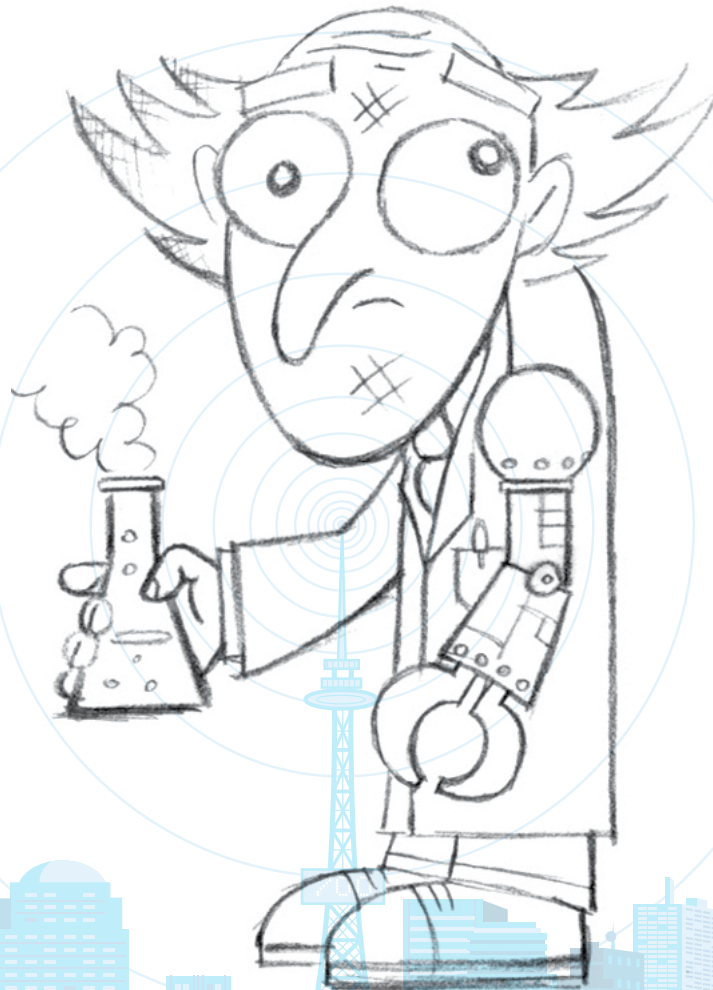


ONIBABAS LAIR



VISUAL DEVELOPMENT

**HOSSENFEFFER,
DR. NOGOODS MINION**



VISUAL DEVELOPMENT



KING STOUGE-ORAH

VISUAL DEVELOPMENT

THE BEHEMOTH BROS.



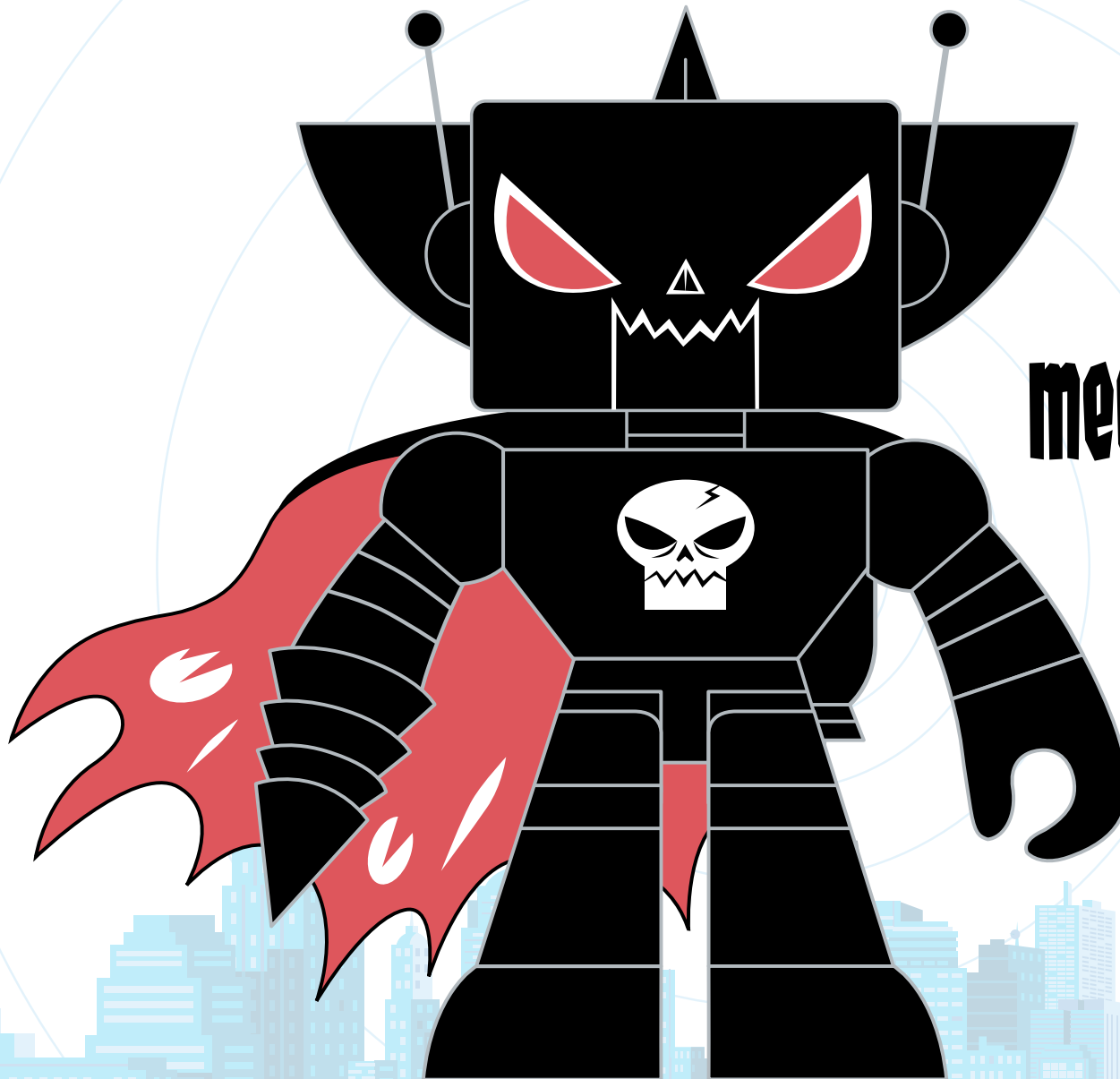
GARY

SANDY



THE BEHEMOTH BROS.

VISUAL DEVELOPMENT



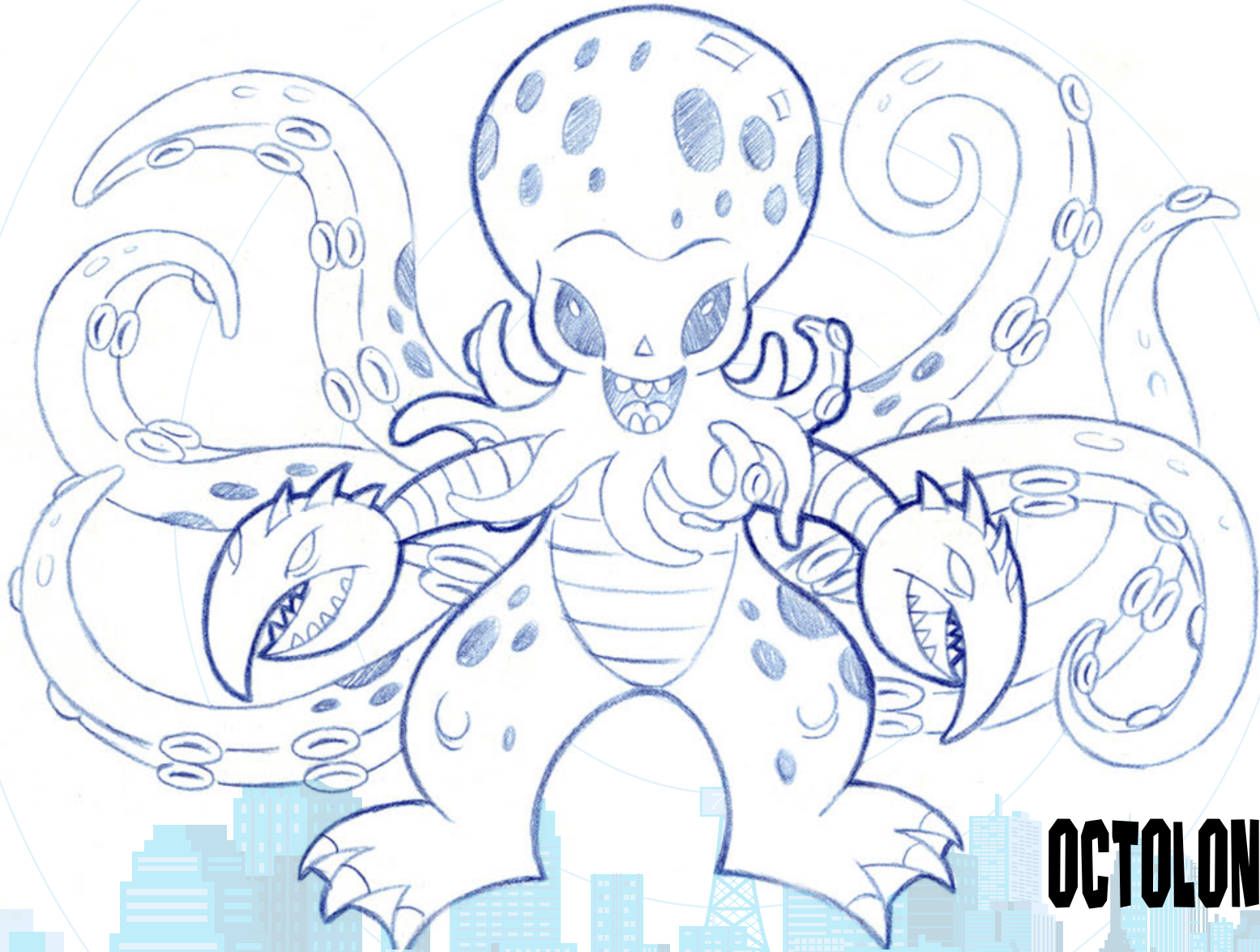
MECHA-BADBOY

VISUAL DEVELOPMENT



**THE HOGG
MONSTER**

VISUAL DEVELOPMENT



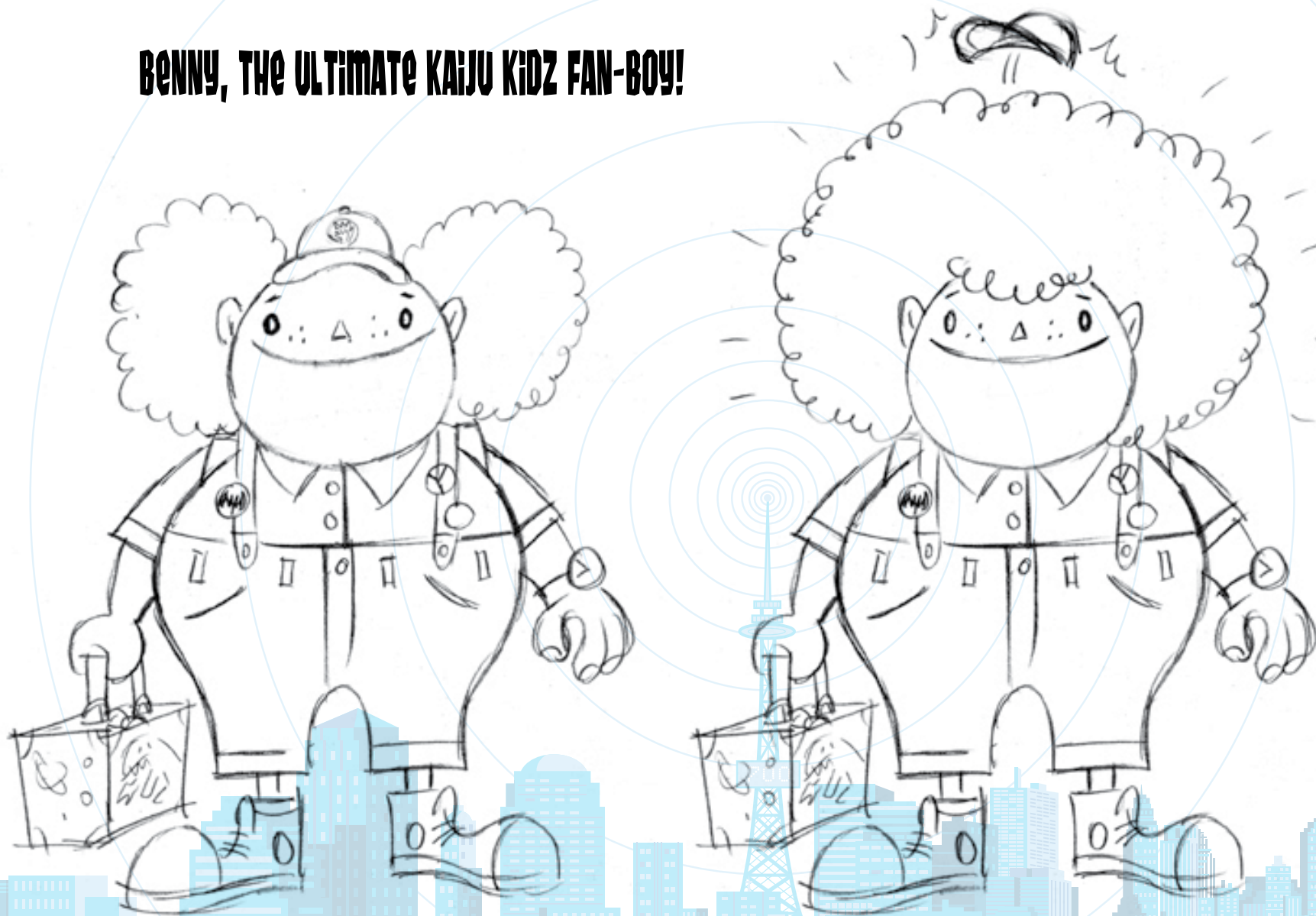
OCTOLON

VISUAL DEVELOPMENT



**MR. WEEMS,
TEACHER**

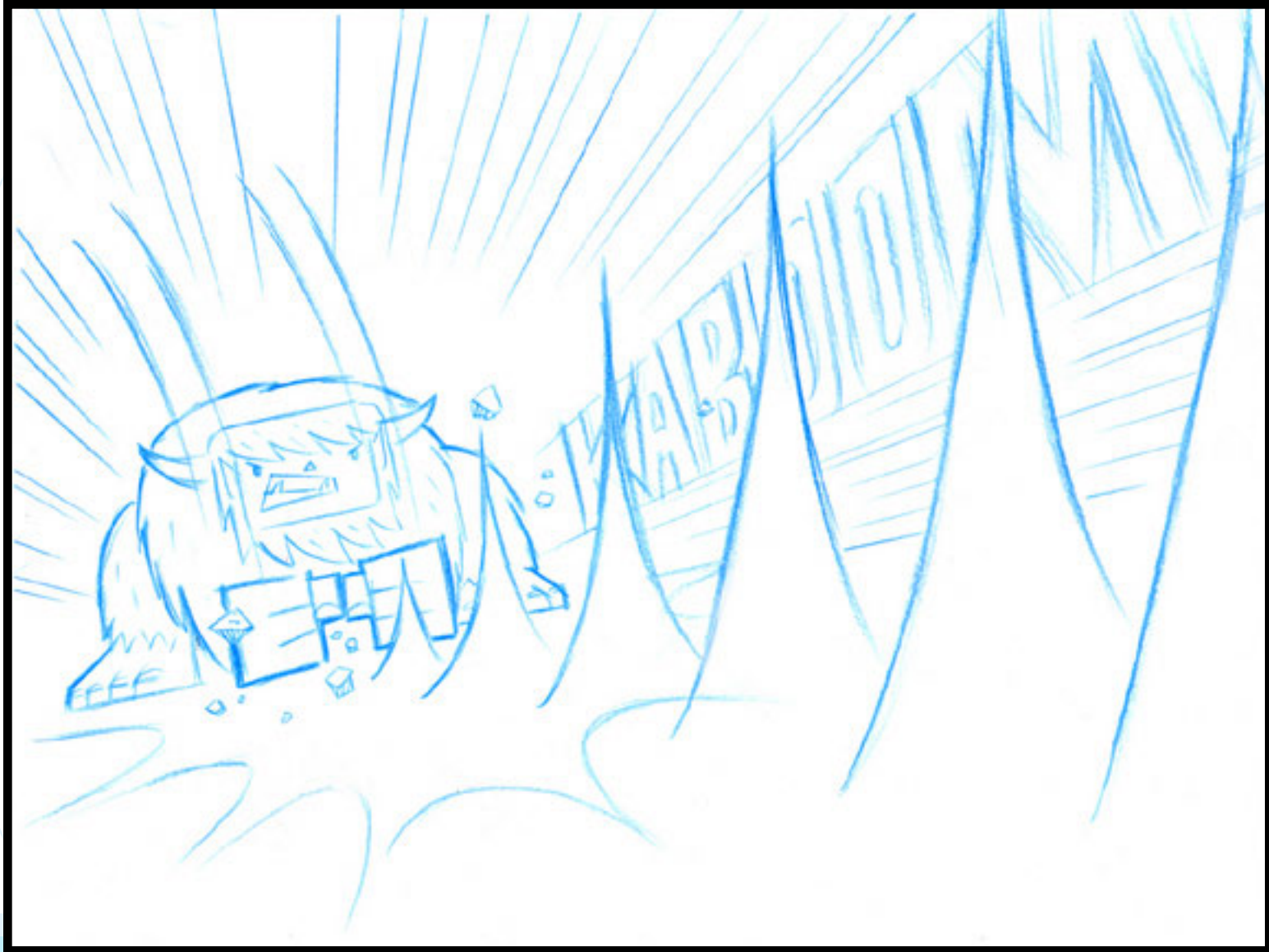
BENNY, THE ULTIMATE KAIJU KIDZ FAN-BOY!



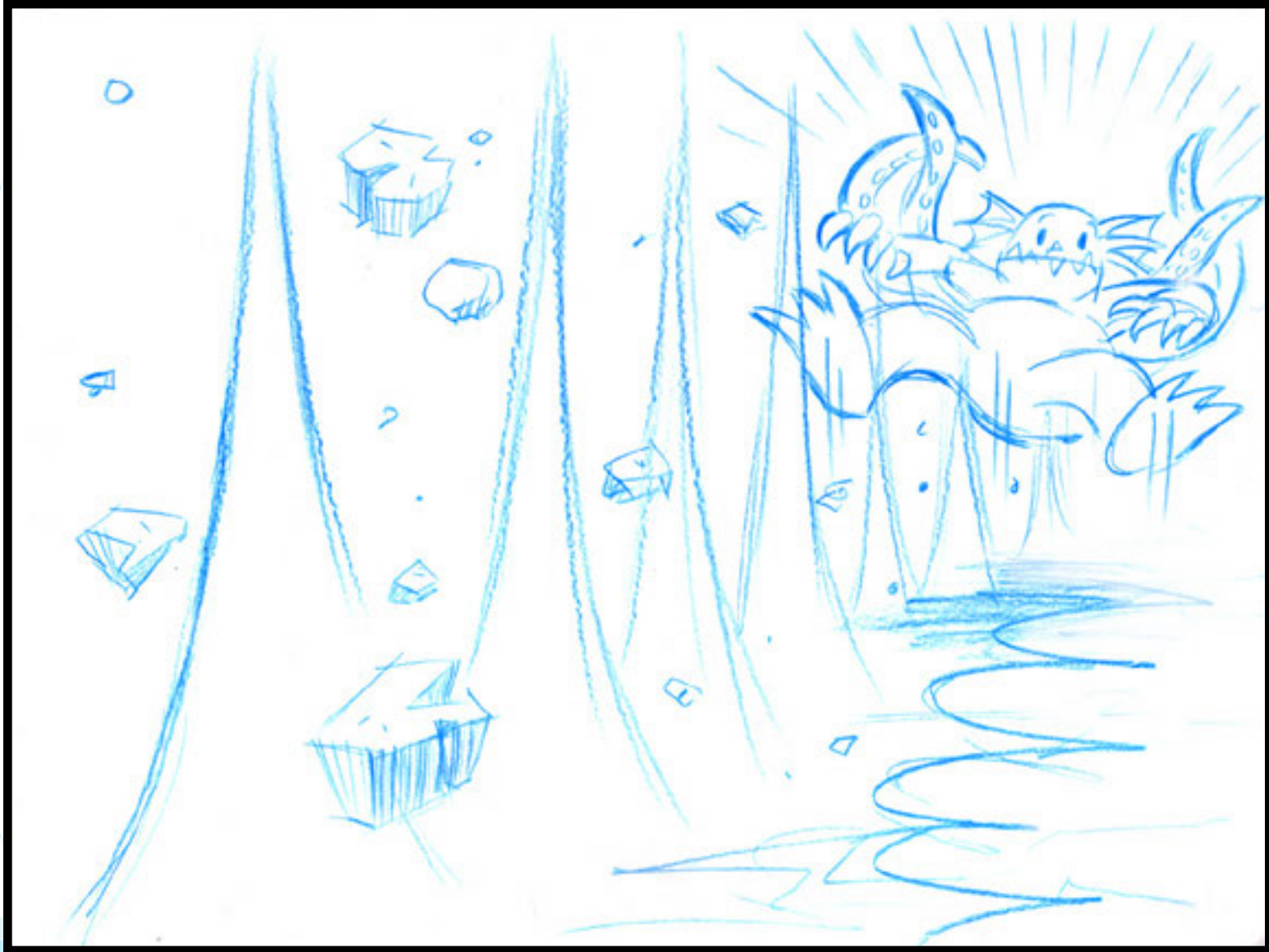


VISUAL DEVELOPMENT





VISUAL DEVELOPMENT





THE ORB OF POWER

The Orb of Power is a ball of energy generated during Kaiju battles. Whoever gets to the orb first---be they good or evil --- will be temporarily imbued with some fantastic power.



Invisibility



Power



Speed

There could also be icons on orbs representing the type of power Kaiju could obtain as well as the surprise orb.

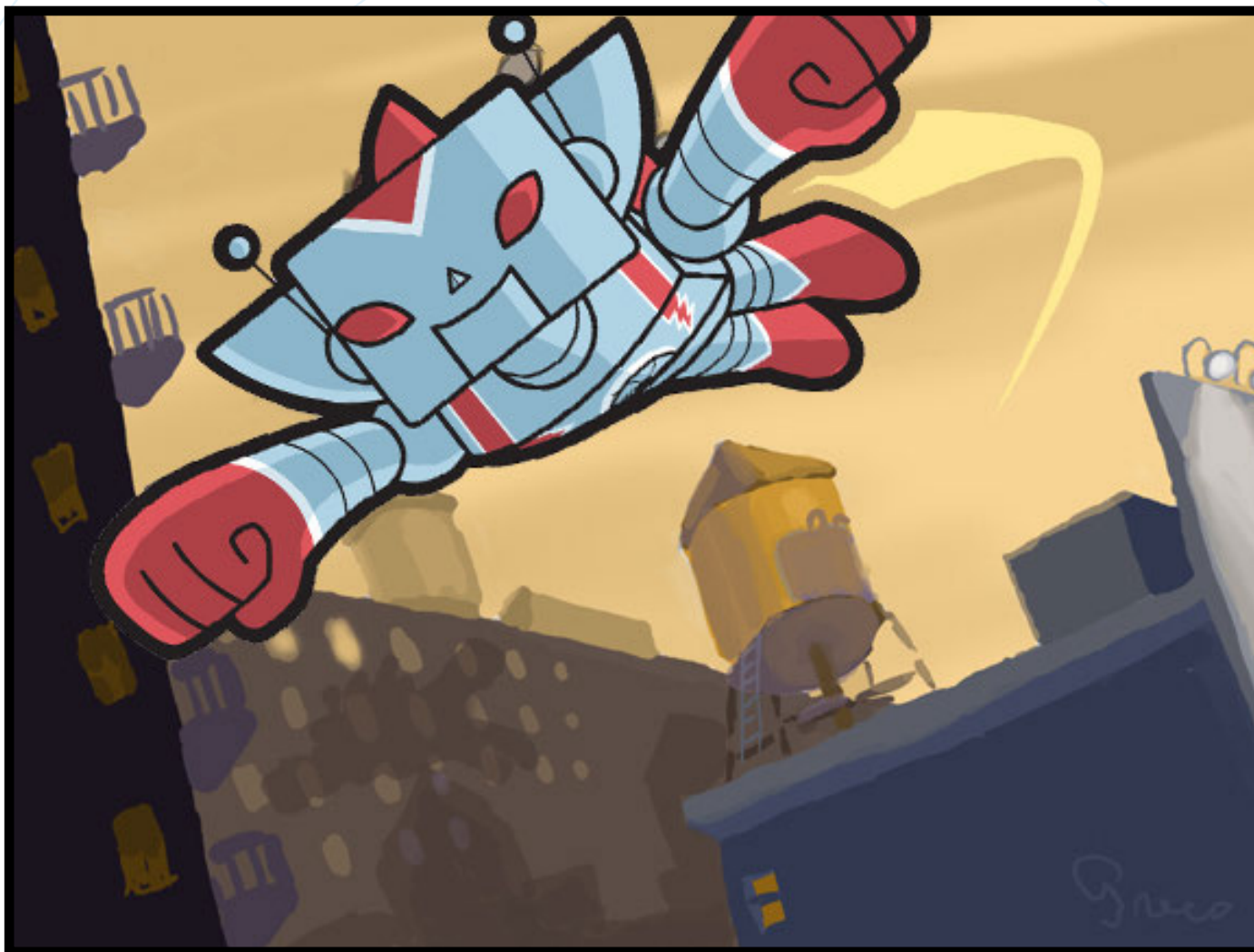


Power mode!



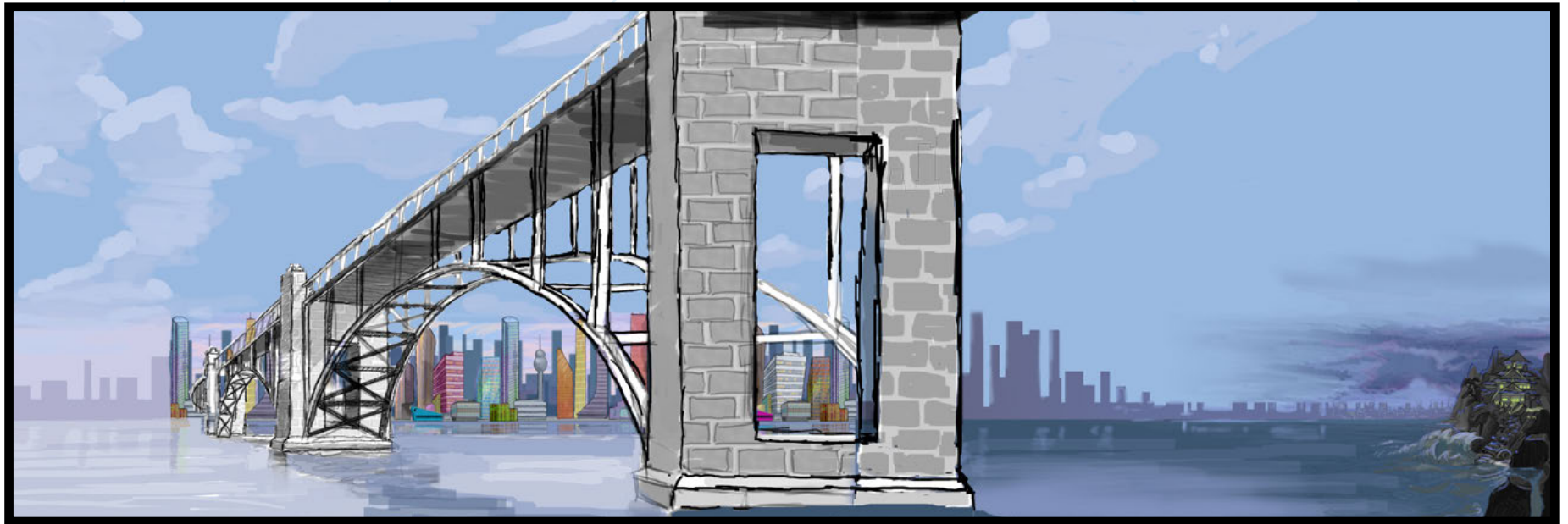
Mecha-Boy at mach-5 speed



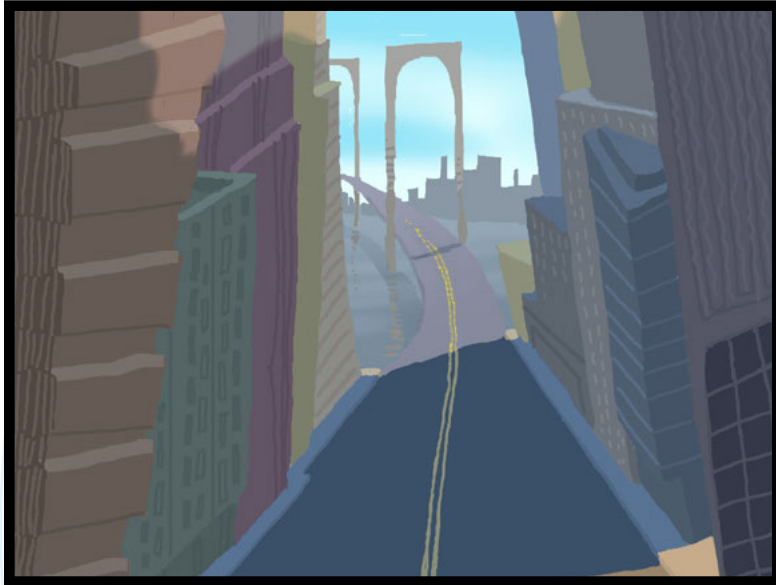


VISUAL DEVELOPMENT





VISUAL DEVELOPMENT





VISUAL DEVELOPMENT



VISUAL DEVELOPMENT



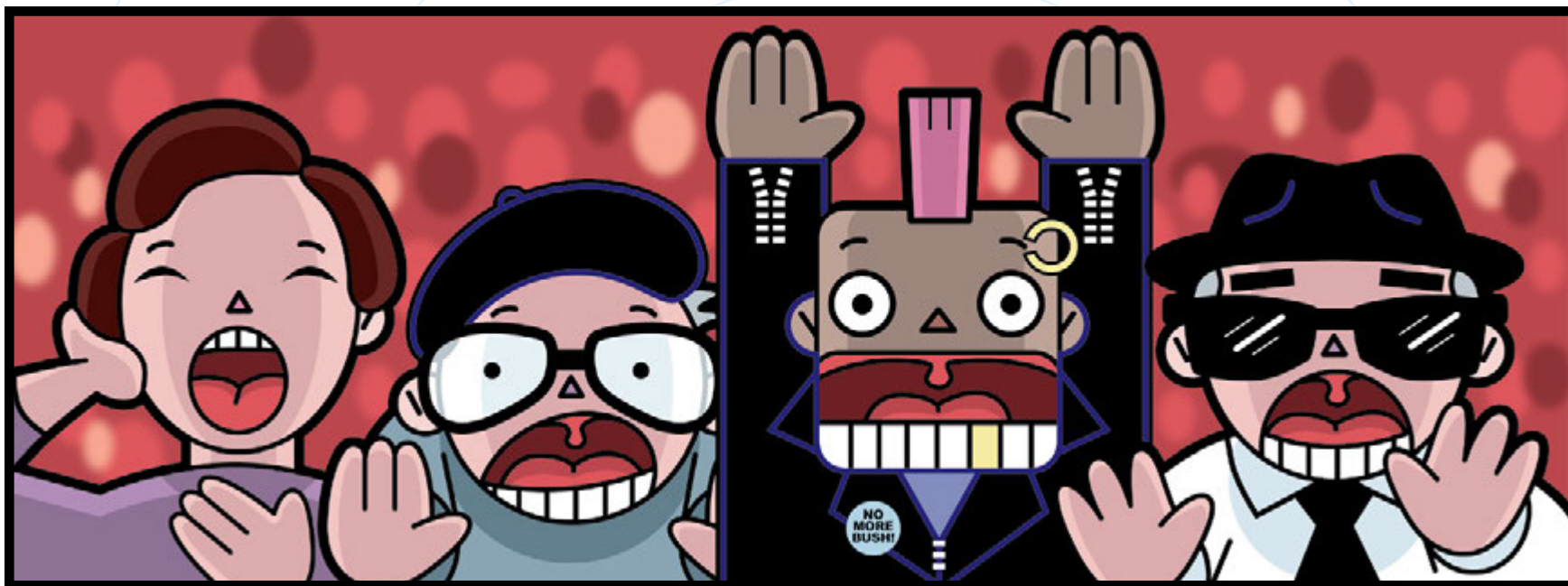




Kaiju Patrol van on the scene!



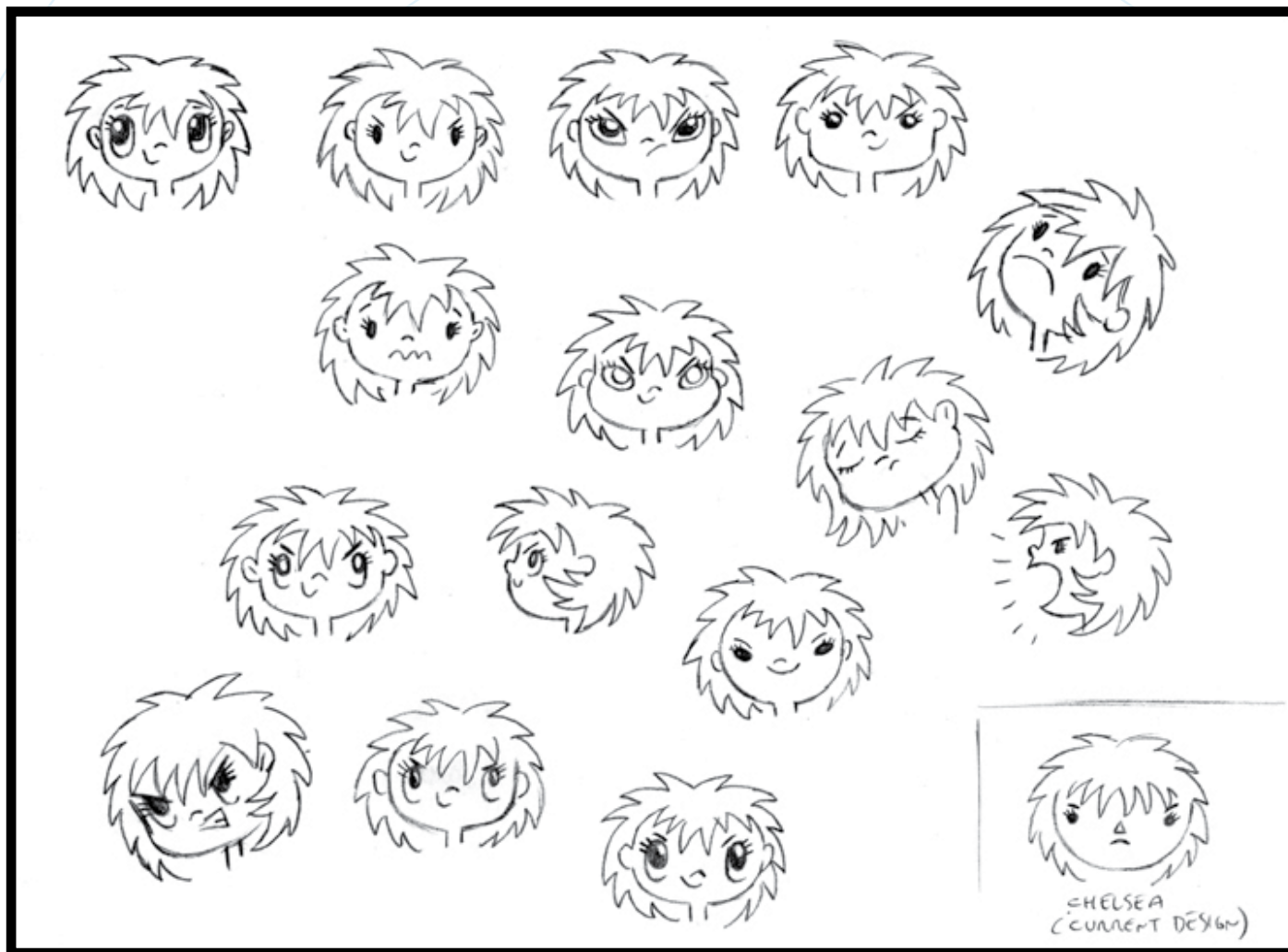








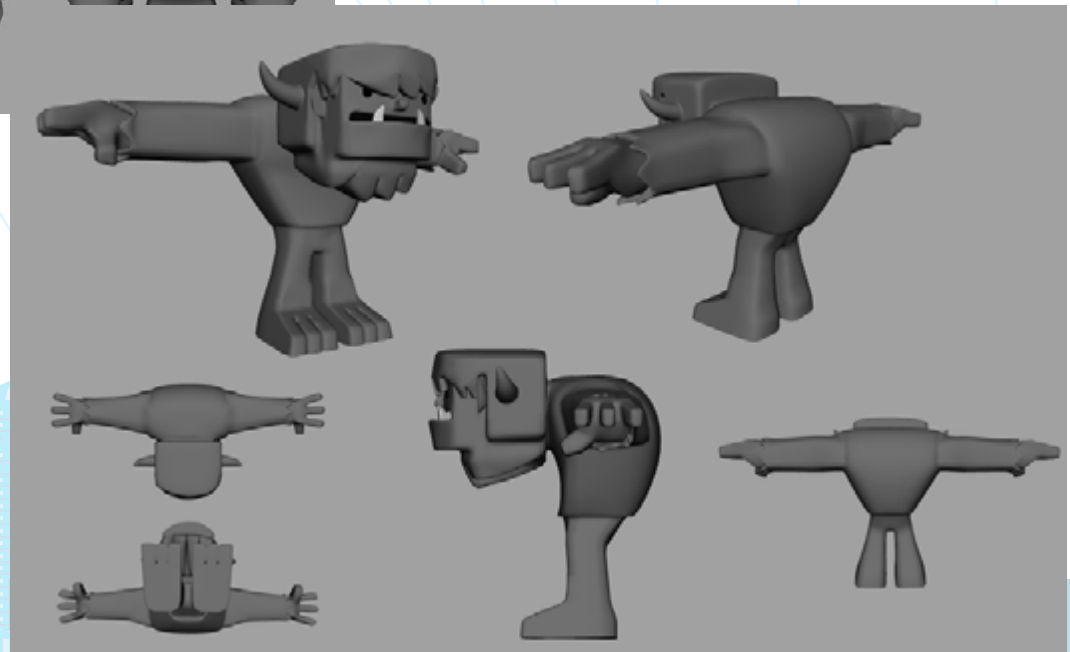
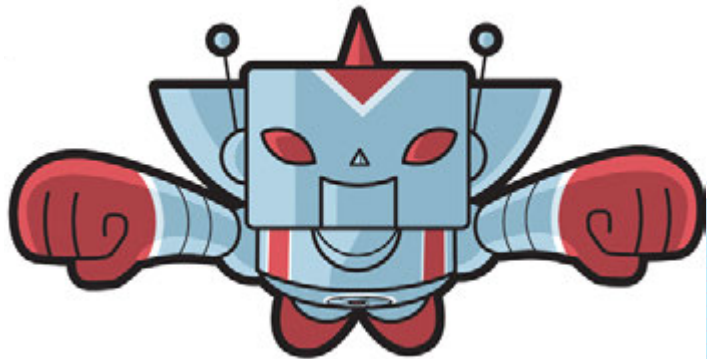
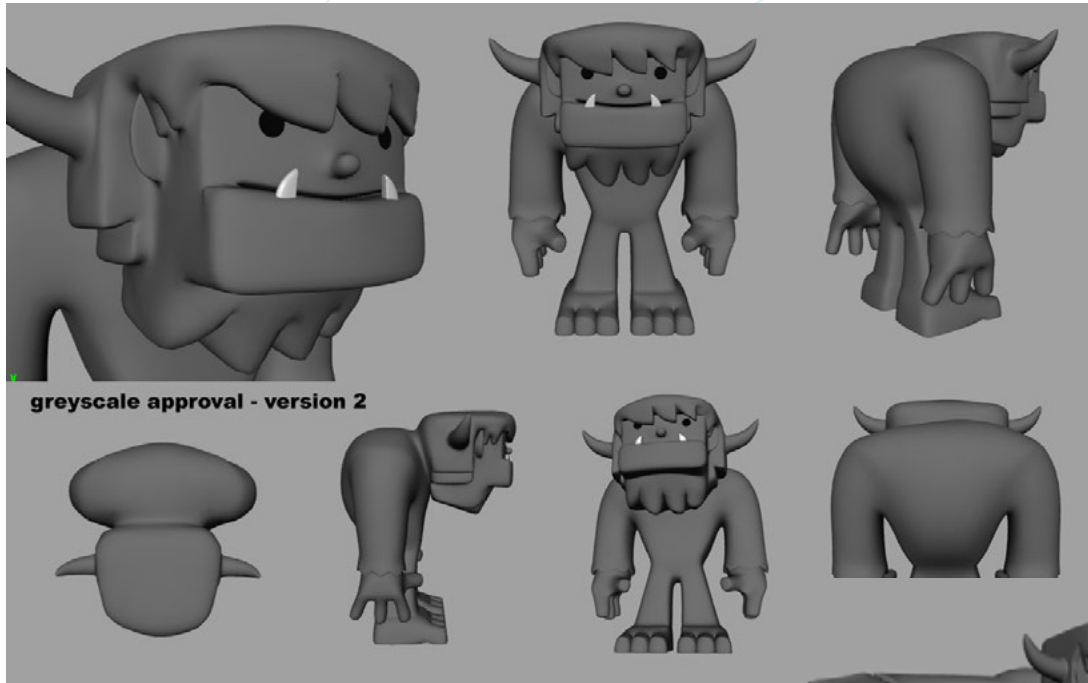
VISUAL DEVELOPMENT

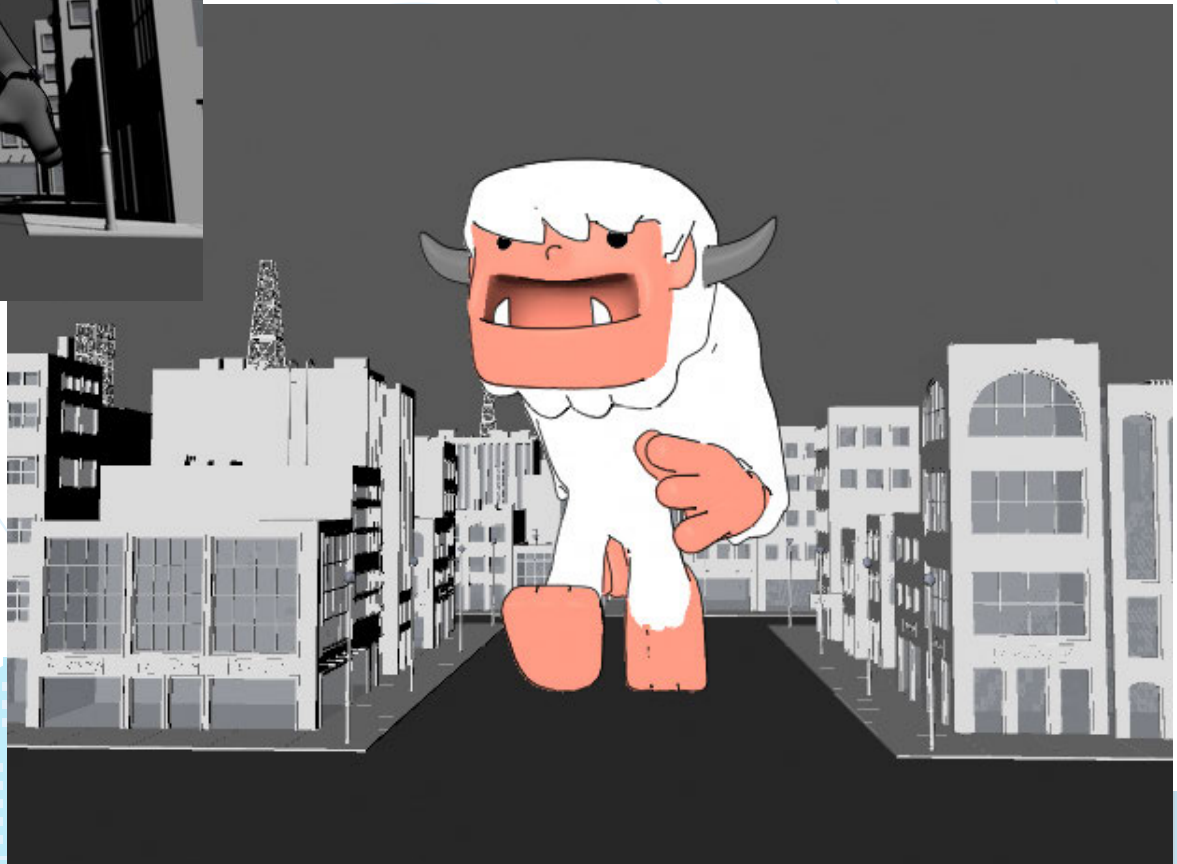


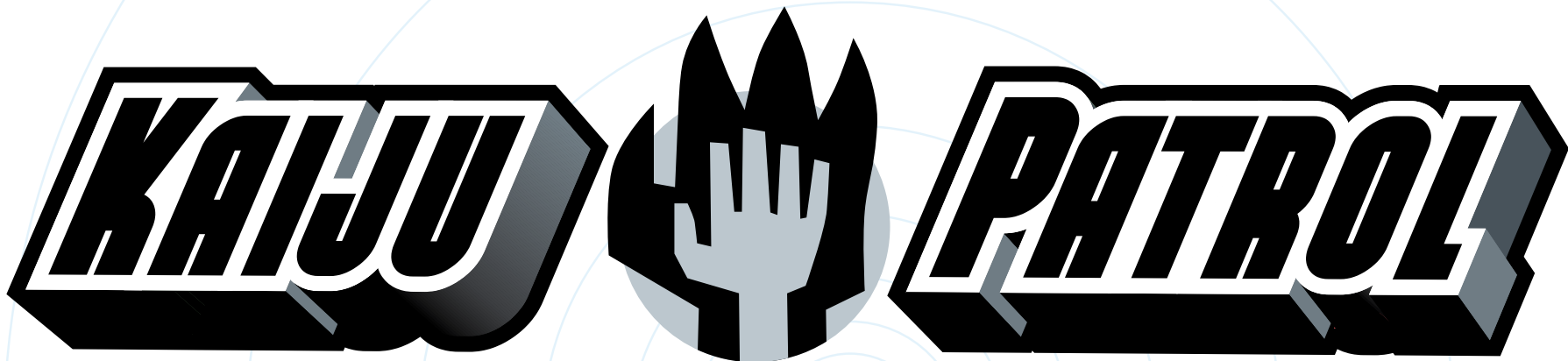


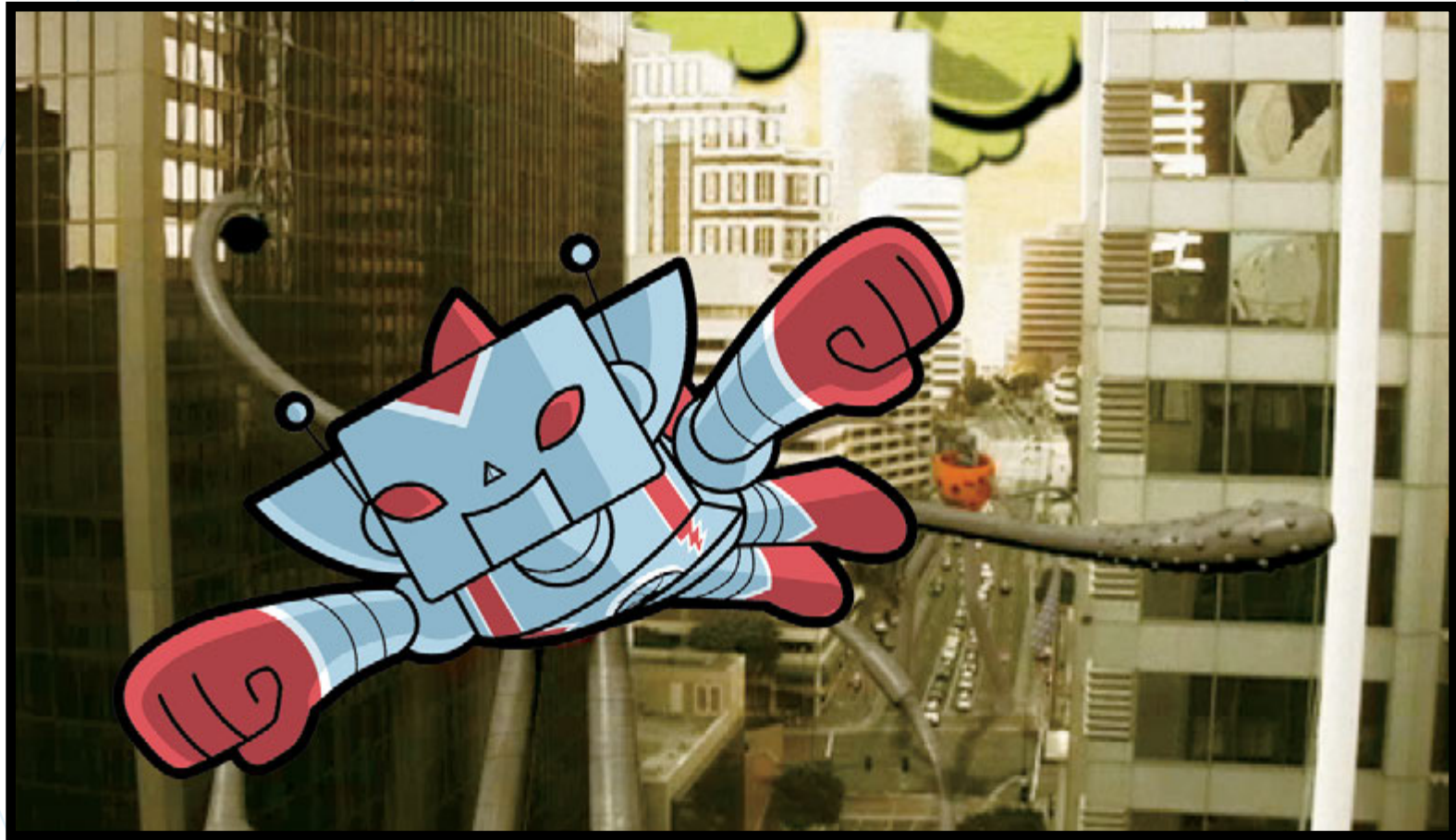


VISUAL DEVELOPMENT



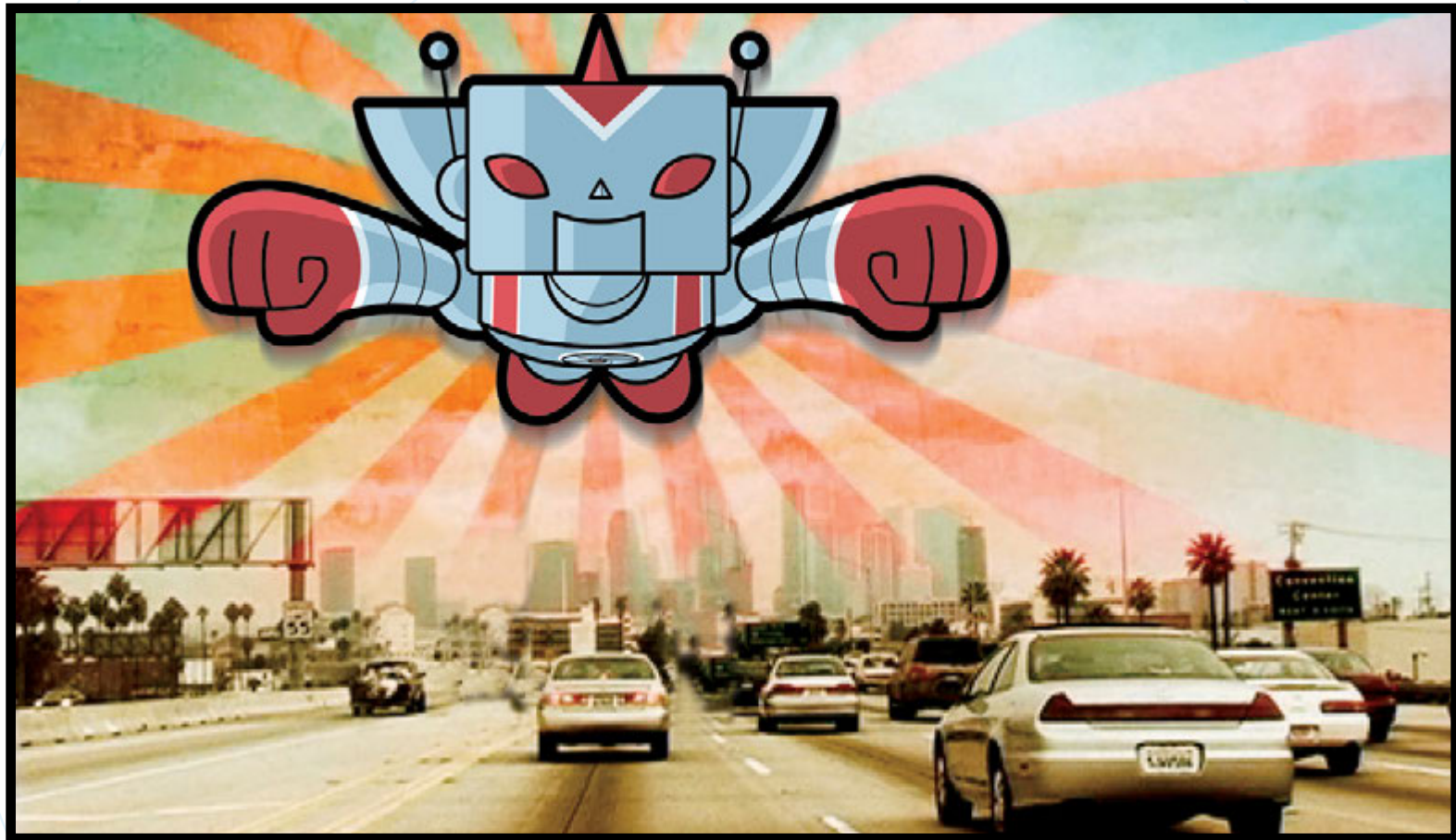












KAIJU PATROL
怪兽巡行

VISUAL DEVELOPMENT

