

MONSTER PACK
(working title)

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MONSTER PACK BIBLE DRAFT 3

A small-town tween and his pals create big problems when they become the keepers of a portal to a dimension full of MONSTERS.

Zits, Cheerleaders, Wedgies... Siblings, Tests, Try-outs... Just a FEW examples of things that make our tween years a tumultuous long strange trip. But for our plucky hero OLLIE and his best friends CLEO and BERNIE, the everyday of being 12 year olds is just the tip of the iceberg. You see, Ollie- a fun-loving, feet first, curious kiddo- is um.. THE CHOSEN ONE. Ya, that lil' guy there... With the huge head and the stubby legs- He's a "chosen one". For serious.

It all started when an intergalactic cat, CAPTAIN WOWSKI, showed up in the sleepy town of Portshill with a problem- He had a lil' cutesy backpack that happened to have a portal to a freaky Monster Universe inside of it. Captain Whisker's mission, which he REALLY didn't want to accept, was to get the powerful tool away from evil bad-guy monster GORATH THE GREY (who'd been grossly misusing it in the galaxy), bring it to earth and get it to the great great great great great grandson of the space hero who created it- That's Ollie again! The big headed chosen one kid at the bottom of the page! Surely HE'LL be able to protect it like his heroic Grandpapadapa did, right? Hello?

So now Ollie and his pals have the daunting duty of keeping the pack hidden from Gorath the Grey and his minions, managing the flow of Monsters that come in and out of it, keeping the peace in Portshill, and using the pack to have OH SO MUCH FUN OF COURSE! I mean, you give some kids a backpack with a portal to a monster dimension in it... They're gonna take it for a spin. Thing is, temptation has a price. Whenever Ollie, Cleo and Bernie use the pack, it reverberates throughout the Monster realm, acting like a beacon, attracting unwanted Monster attention. A relatable domino effect that puts a price on play. Use the pack for fun, and you might get a bad monster... *RUN!*

Monster Pack is an animated 6-11 buddy comedy that embraces the best of Gravity Falls, Stranger Things, 80s Spielberg, and mixes it with a distinct sense of humor and heart that will have our audience laughing and waiting to see what happens next. Our heroes' relatable thirst for adventure and fun will drive the stories, and the trouble they create will cause OUT OF THIS WORLD problems that only THEY can make good on. Full circle, baybay!

CHARACTERS

Ollie, Cleo and Bernie are three best friends who are so close, they practically have their own language. We feel their deep bond in the way they joke around and talk to each other and share interests, like the guys from Stranger Things but less on the nose with the D&D stuff. AND FUNNIER. All three of these kiddos have their own comedic style...



Ollie's the Andy Samberg of the bunch- First guy to peel off his clothes, pout out his belly and jump in a fountain in a downtown business park. Cleo on the other hand, loves coming up with jokes on the spot, and can make light of any moment with her dry wit. If a monster is tearing the roof off a bookstore, Cleo will calmly guess at what novel he's angling to read "I'm thinking he's a romance novel monster. And a cuddler." And then there's Bernie, who brings the laughs with his abundance of neurosis and nay-saying. He doesn't have to DO or TRY to be funny, he just has to cower in corners and beg for a safe spot. He'll also make funny choices, like vying to get to know what makes a monster tick if it seems misunderstood.

The three chums have been best pals for forever. Ollie and Cleo grew up on the same block in the town of Portshill- Lots of old buildings and small businesses and ethnicities. Cleo and her family live next to Ollie's family's Hardware store on the corner. That's how they met. Bernie came into the picture later, from a fancier suburban neighborhood, but goes to the same school, where our three heroes are the only members of their AV Club. Bernie: "We'll find another member someday". They're all creative doer types, but in different ways. If you were to assign them a creative discipline; Ollie would be a stuntman, Cleo would be an innovative builder, and Bernie would be a wordsmith.

Ollie, Cleo and Bernie get along and solve problems so well together 'cause their roles are clearly defined- Ollie has prototypical hero traits (relentless, curious, jump-in mentality) and his counterparts/best buds are complete opposites of each other (Cleo is up for anything, Bernie is a scaredy-cat). So they flank his arms like a yin and yang and create juxtaposition, conflict and comedy. Cleo has Ollie's back 100% and will lighten up dark moments with unrelenting gags and levity, and Bernie is the voice of reason who knows A LOT about mythology and A LOT about bringing an extra pair of pants to a monster fight.

At the end of the day, Bernie, Cleo and Ollie will try to figure out the funnest way to harness and play with the power of the pack while trying not to attract negative Monster attention and, um, destroy everything everywhere. Meanwhile, Captain Wowski will delight in "this weirdo planet you're on, dude" and wait to see if Ollie can fulfill his destiny as the chosen one (pull up a comfy seat, Captain. It could be a while).

OLLIE ALLEN - MARCHES TO THE BEAT OF HIS OWN DRUM

Ollie is a man(child) of action. He wants to do all the exciting things all at once. He's one of those kids who could ace school if he bothered to pay attention. He's just so caught up in his own mind, his creativity, and all the possibilities of the Universe to give a care. He's brimming with excitement. He's a lot like ANDY SAMBERG's character from HOT ROD. His passions are his own, and it's impossible not to respect it. Even if it's silly. It's frankly infectious. He can say and do seemingly dumb things, but no one actually thinks he's dumb. It's just Ollie! Just like Samberg, we want to see Ollie succeed. Even if it's at doing something he probably shouldn't be doing.

To an outsider, it might seem like things come pretty easy to Ollie. He's a good times guy with a devil-may-care attitude, but he isn't taking his new "chosen one" status lightly. He's gonna protect the heck out of that pack- He won't tell anyone about it and he'll definitely keep a low profile when a threat is nearby. He truly wants to be the best chosen one he's capable of being. BUUUUUT, with that said, he'll also act like the kid that he is and have a little fun with it OKAY?! Cause let's be honest- *The pack. Is. Awesome!* Ollie loves having all that power on his back. It's tempting, it's tantalizing, and he's the kinda kid who kinda sorta totally likes the trouble.

Really, Ollie is like the quintessential unlikely hero from an 80s movie. He's unpolished, impetuous and showy, and ya, he'll mess things up, but he means well and he'll learn. Ollie loves that the pack chose him for this moment. It's fate and he's proud of that. He always had a confidence that didn't come from his grades or social status, so now he believes that his bravado exists for a bigger reason. And no, he isn't cocky, he's just blindly courageous. "And now I know why! Wahoo!" Ollie didn't ask to be the chosen one. He didn't ask to have a backpack practically glued to his back, following him through eternity, with a gateway to trouble inside of it... But oh yes you'd better believe he's gonna make the most of it.

CLEO BADETTE - GIMME A RIM SHOT!

Cleo is the comic relief of the trio. All three of our characters are funny, but Cleo is the one who's TRYING to be funny. And it works. She's brave and hilarious like ILANA GLAZER from 'Broad City'. Her philosophy is "There's always time for a bit", and no one appreciates it more than Captain Wowski. "Oh Cleo is killing today, dude. Awesome". Cleo's super clever and she really enjoys making light of a moment. You could be in a perilous situation, and she'd find light in the darkness and crack you up. It's almost like Cleo is on an adult comedy show and the guys are on a kids show. Not over-our-head, just smart-funny.

Cleo's a real enabler for Ollie too. Much to Bernie's chagrin, Cleo will get behind Ollie's big outlandish ideas. Cause "why not? Let's try it!" In fact, Cleo will get so into Ollie pursuing his dreams that she'll use her physicality to help him through hurdles. If Ollie gets to a large, wooden door, Cleo will kick it down for him. She's also super into building things, which comes in handy. Cleo's a resourcefully creative person and can Macgyver pretty much anything into something useful. She gets that from her mom, who runs a car detailing garage in the heart of Portshill, where you'll often find Ollie, Bernie and Cleo putting something BIG and monster-related together.

BERNIE ALVES - SCARED OF THE BEAT OF DRUMS

Bernie is the nervy, logical lug of the group. He's like DUSTIN HENDERSON from Stranger Things meets PATTON OSWALD all wrapped up in the heart and likability of JEFF from Clarence. Bernie would consider himself the voice of reason when the going gets tough with Ollie and Cleo, but Bernie's "reason" really just speaks to his laugh-inducing fears and follies. He really needs a nudge to get through the first part of a problem. He's the guy sweating buckets in the line-up for a roller coaster ride, but when he's rolling down the drop with his best pals, he's squealing and smiling like the rest of us. Problem is, he gets off the ride and forgets how much fun he had. "Woof. Let's not do THAT again".

Ollie and Cleo are supportive of Bernie discovering his guts, and they help their best bud on his journey cause they LOVE watching him try. Like CHUNK from Goonies, Bernie handles his neurosis comedically and acts like a narrator to his own life. Bernie at the mouth of a cave: "Don't go in there, Bernie. Don't go in. (starts walking) Oh no I'm going in... I'm going into a cave! This is nuts! This is a DARK CAVE! Why would I go in it?" Bernie's sensitivity can also make him valuable in tough situations. Coping with his anxieties has forced him to look at things differently. He's created a bunch of work arounds, for his nerves and for the real challenges around him. A problem that looks black and white to Cleo and Ollie might have layers for Bernie to peel away. When someone sees an angry beast around a corner, Bernie sees a lion with a thorn in his paw. Proverbially! And that can be a big help to the group.

Bernie is attracted to the Monster Pack and the world within, even though he's nervous about it. He intellectualizes the pack, and brings real value to his crew by relating the Monster World to mythology by using his vast collection of fantasy books. That can come in handy when Ollie, Cleo and Bernie are in a bind. Let's just hope Bernie can get out of his own head and have some fun!

FRIENDSHIP CHART

Ollie acts before he thinks	Bernie thinks before he acts	Cleo does what feels right in the moment
The Monster Pack is... a gift to Ollie	The Monster Pack is... intimidatingly impressive to Bernie	The Monster Pack is... a fun ride for Cleo
Ollie is blindly bold	Bernie is cautious and inexperienced	Cleo is strong and brave
Ollie doesn't care what people think of him	Bernie doesn't consider what people think of him	Cleo wants to make people feel happy
Ollie is curious about the unknown. He finds hope in it	Bernie fears the unknown	Cleo treats the unknown like it's a party next door
Ollie reacts to the Pack in a visceral way	Bernie reacts to the pack in an intellectual way	Cleo looks for the pure fun in the pack
Ollie is longing for something bigger at his core	Bernie is dying to break out at his core	Cleo is holding onto her youth at her core

THE PACK

Many moons ago, an evil inter-galactic monster named GORATH THE GREY was eating every planet in his path. He was seemingly unstoppable until an unlikely hero named MORTY designed a portal that would have the power to banish Gorath to a distant galaxy. This portal was the MONSTER PACK. Morty remained the keeper of the pack and successfully controlled its immense power to move beings through the Universe, ridding the galaxy of Gorath the Grey.

Eons later, after Morty aged, Gorath returned, stole the pack, and started using it for his own gain, moving quicker and consuming more planets than ever imaginable. Soon after, an unlikely hippie monster-cat named Captain Wowski took the pack back from Gorath in a desperate move to save the Universe. He knew he had to get it into the right hands, and looked for someone with Morty's special bloodline to protect it. This took him to the town of Portshill on Earth, to a boy named Ollie... Morty's great great great great great grandson.

Ollie's duty is to keep the pack hidden and safe. It's a powerful portal that allows monsters to travel from one galaxy to another, so the less attention he attracts to the pack and Portshill, the better. But Ollie also needs to know how to use the pack to move out Monsters, in case they DO come-a-knockin'. If Gorath and his minions show up on Earth, Ollie's first directive is to protect and to send Gorath packin'. Thing is, no one has shown Ollie how to do that. So experimenting is key AND LOTS OF FUN!

But when Ollie uses the pack, it sends out a small beacon and acts as a big open invite to big angry monster types who want it for themselves (Hello, Gorath). And the more Ollie, Cleo and Bernie use it, the more chances there are for the wrong kind of monsters to materialize and cause problems. It won't happen all of the time, but when it does... LOOK OUT! Monsters can also sneak out of the pack on their own, and sometimes our heroes purposefully summon a specific monster to meet a specific, kid-relatable need or problem. So ya, lots of Monsters when we want 'em!

Captain Wowski gives the pack a voice, a really crummy occasional translator, a bad-decision-maker and a curator for all the crazy things it can do for Ollie and his pals. And the Monster Pack WILL do crazy things RE: Generate monsters. Monsters can come in many shapes and sizes in our World- from a Hungry Space Traveler to a Giant Godzilla to a Mystical Hypnotizer to a Swamp Thing Redneck.

Worse yet, Gorath the Grey could come through and um, possibly end the Universe. So... There's that. But will that stop Ollie and his friends from playing with the pack and seeing what it's all about? A-B-S-O-L-U-T-E-L-Y N-O-T!

SECONDARY CHARACTERS

CAPTAIN WOWSKI- Ollie's main intergalactic cat on Earth



Captain Wowski is a charming weirdo who pretty much lives inside the Monster Pack. You'd think he'd have a bunch of answers and other-worldly advice for Ollie and his friends when they get in trouble- being from another galaxy and all- but no no no. The good Captain isn't here for that. He's been rushing around the Universe, dealing with monsters, moving from one planet to another, hiding from Gorath the Grey, and now that he's FINALLY found the chosen one and dropped off the pack, he's ready to take a second for himself. "Je deserve it!"

Captain is like a cross between Doc Brown and Jeff Bridge's 'The Dude' from The Big Lebowski- a little fried, a lot of interests, and totally totally out there- but ya, he's a space cat mini-monster. And he'd rather relax and occasionally chime in with some mild advice that's more comedic than calming. The Captain doesn't know much, and "that's okay, man". Besides, he legitimately thought Ollie would know what to do to stop Gorath. He figured that Ollie is the greatx5 grandson of the chosen one, surely he'd have some answers. That's on you, dude!"

You'll often find Captain Wowski popping up into our protags lives at inopportune moments (picture day, RUINED!), trying to "help" with tween-relatable problems, and wanting to learn about "this trippy planet" as much as Ollie wants to learn about the pack. Captain sees something special in Ollie. "The Monster Pack chose you for a reason, Hombre. Now, you just have to figure out why..... Right after we chug these DELICIOUS fruity Earth drinks, YUM! " Captain Wowski is along for the ride, waiting for Ollie to find his feet as the chosen one, and is sooo content soaking up everything Earth has to offer along the way.

GORATH THE GREY- Baddest of the Bad Monster

Gorath the Grey is a giant rock-like monster who flies around space eating anything in his way. He's the ultimate bad guy, and like the spooky dude from a good horror movie, we don't get to see him too much. But we definitely get the feeling that he's around the corner, that he's hungry, and that Ollie, Cleo and Bernie could do a MUCH better job of keeping him in a galaxy far, far away.

You'll often find Gorath floating through space curled up in a ball as he rests, saving his energy to completely ruin someone's day and hopefully find his precious Monster Pack so he can RUIN everyone's day, all the time, in perpetuity. Gorath wants to use the pack to move around the Universe more freely and quickly, so he can devour EVERYTHING EVERYWHERE. Dude's a menace. He's bad news and has a real beef with anyone related to Ollie's greatx5 Grandpa, and that further fuels his desire to find the pack and "deal with" the people that protect it.

This stoic monster is pretty simple and bad- He wants revenge and bides his time, keeping his eyes open and his ears to the ground for a hint of the pack. His best resource for uncovering it's whereabouts are his evil minions, ANDRE and BEV.

ANDRE and BEV- Gorath the Grey's Minion Monsters



Whereas Gorath is a truly horrible bad guy, Andre and Bev are just a couple of blue-collar, monster employees out in the Universe, looking for Ollie and The Pack. They treat their jobs like 9 to 5ers, checking their space watches and wearing monster ties on their monster shirts while they peruse the galaxy. Andre's been hunting people with KG's "company" for 200 years now, and knows the galaxy like the back of his hand. He likes to spin a yarn about his hay day and tries to play cool for his younger partner, cause he really wants her to look up to him.

Bev is a rookie monster. An intern. She's totally new to the job of hunting and destroying. She takes it seriously but she has bigger ambitions to one day get her degree in space finance and then "I'll totally be outta this crummy job". Andre takes offense to that but keeps his thoughts to himself, lest he break from his "cool senior management" persona. Bev can see right through Andre's need for adulation and kinda

treats him like Tim treats Gareth on The Office. Together, these two are quite a pair of opposites. But they're also good at their jobs.

When Ollie, Cleo and Bernie push too far with their tweenage pursuits with the pack, Andre and Bev will often track the beacon and show up to do their boss' bidding, battling for control of the pack and to take down Ollie. Since Ollie will usually have brought the negative attention on himself by messing with the pack, he'll have to learn a lesson before he overcomes these two baddies and sends 'em packing. But they'll be back. They ALWAYS come back.

VICE PRINCIPAL MAGNA- How is this guy NOT a monster?



The most out-of-this-world dude in Portshill, Chuck Magna is the VP at Portshill Jr High and HE. IS. WEIRD. First off, he never makes eye contact. He's always looking up at the sky, like he's thinking of something else while he's talking to you. He also sings his sentences, starting DOWN LOW and building up HIGH, ending with a flourish giggle at the end. He could be telling you that your dog died and it'll feel like you're getting a singing telegram.

This would be okay if Magna wasn't REALLY good at his job. He's up in Ollie, Cleo and Bernie's faces at school, making sure they're headed to class and not getting up to no good. He squirms around Posthill Jr High like a nosey snake, peering around corners and hiding behind trash cans, trying to catch kiddos doing bad deeds. And he knows SOMETHING is up with Ollie. He doesn't know about the pack, but he has an eye on our heroes and won't rest until they're sitting quietly with their butts parked in their seats. And that means he can stand in the way of pack progress. A LOT!

JUNE ALLEN- Ollie's mom AKA the best mom EVER



Ollie lives with his mom, June, and his little sister, Faith, above the hardware store they've owned and operated since forever. June is a strong, independent woman who more than makes do as a single parent of two willful kids. In fact, she wouldn't change a thing! She loves to laugh, and thinks that Ollie's exuberance and lust for life is just the best. "My little man". She gets such a kick out of the way that Ollie can never sit still. And like a kid herself, she SOOOO badly wants to know what Ollie, Cleo and Bernie are up to. Not cause she's keeping tabs... She's just proud and curious. "Classified business, Mama T".

June is the type of mom who asks questions cause she REALLY wants the answers, not cause she's filling the air. She gets a glimmer in her eye when Ollie speaks, and we get the feeling that she sees something special in him too. If Ollie runs in the apartment looking for supplies for "a treacherous voyage that COULD get REAL, mom", June will load up a bag with good eats and send him on his way. Sure, she wants to know what's up, but she trusts and supports her son. "Go Ollie!" Ollie is loved, it's the true source of his confidence, and he gives it back in spades. Ollie will be off playing with Faith in her room (he's a good big brother) but if Mom calls, the kids drop what they're doing on a dime. You'd better believe Ollie's a Mamma's boy.

TURNER FLEDGE- Ollie's rival at Junior High

Turner is Ollie's ultimate rival at school. Not a nemesis, just a rival. Turner's a pretty decent guy, he's just a little too much like Ollie for Ollie's liking. They have a similar haircut, a similar same sense of humor, and they often come to school wearing the same shirt. "Oh c'mon, really!?" Ollie would say that they're faces look similar too, but Turner is kinda better looking. Cleo and Bernie won't tell Ollie that though. Yikes!

Ollie gets a little jelly when Cleo and Bernie laugh at Turner's jokes or give him any props. But it's hard not to! He's so much like their best friend! They step on each other's toes and butt heads quite a bit, and they've formed this casual one-upsmanship relationship, where they're constantly trying to out-do one another. Gosh forbid that Turner finds out about The Pack though. Ollie, Cleo and Bernie know that that

kinda power could push Turner into instant nemesis territory. Ollie's gotta keep things on the DL while keeping a (un)healthy competition between him and "not as good looking as me" Turner.

SETTING

Portshill is a quaint, idyllic place- like a mid-sized town from the 80s where people still go to the hardware store and say hi on the street. Kids walk around freely here and can pop a wheelie off a curb without worrying about zippy traffic. There's a strong sense of community as well... Neighbors look out for each other and embrace each other's differences. Portshill was founded by none other than Ollie's great great great great Grandpa, many moons ago.

He created it as a safe haven for his friends and family when Gorath the Grey first started eating up the Universe, but no one really knows about that. The town grew from there and became a special, vibrant city, but Portshill's secret roots still remained. The townspeople of Portshill are oblivious to the pack and the threat of monsters, and Ollie and his pals have to keep it that way. Imagine if this power got into the wrong hands!? Ollie's proud of Portshill and his family's history there. And he's gonna protect it.





Much of *Monster Pack* will take place at Porthill Junior High, where the regular cast of characters are just as weird as the monsters that Ollie is in charge of. From teachers to kids, the vibe in the school is an exaggerated version of what our audience will relate to from their own school experience.



