

LET'S GO ACTION SQUADRON!

HALF-HOUR SCIENCE FICTION COMEDY-DRAMA TELEVISION SERIES

A group of estranged childhood friends with no fighting experience must reunite as adults to fulfill a promise they made as children to become space ninjas and save the planet Earth.

Zeke, Jamie, Trish, and Danny were inseparable as children growing up in their suburban hometown outside of Dallas. Together, they shared an obsession with the '90s live-action superhero television series *Metamorphic Action Squadron*. As kids, they felt as permanently united as the heroes they saw on TV.

When a wizard materializes on their playground to tell them they truly are mighty warriors, the four friends are thrilled. Their parents, however, are horrified to see a man in shabby robes whispering to their children. Before they're called away, the space wizard gives each child a coin, foretelling their powers. It turns out the *Action Squadron* universe is real. Their dedication to the show and one another make them perfect candidates to become a future squad. Zeke makes a promise to the wizard that they will stay friends forever and fight evil before running back to his nervous parents.



Like many friends, as they grow up, they also grow apart. Now in their thirties, the former best friends only stay in touch through social media. Zeke is now a slacker with a dead-end work-from-home job and feels like his chances at being something – anything – are over. During yet another drab workday, Zeke is zapped into the *Metamorphic Action Squadron*'s mission control center and comes face-to-face with Nova, the cosmic sorcerer who mentors the squadron and protects planet Earth. Not only that, Zeke is thrilled to be reunited with his beloved but estranged childhood friends.

The show will follow the four friends as they navigate how to split their time between their day-to-day lives as a new dad, a waitress, a lawyer, and a slacker and their roles as the newly selected *Metamorphic Action Squadron*. The pilot episode explores Zeke's great enthusiasm to leave his fruitless life behind, and the reluctance of the other three who have become complacent in their everyday lives.

LET'S GO ACTION SQUADRON! explores the themes of millennial disillusionment and the fractured nature of mostly online relationships against a backdrop of '90s nostalgia and the camaraderie of old friends reunited. It is both an homage to and a parody of *Mighty Morphin' Power Rangers* with the humor and heart of *Ted Lasso* and *Galaxy Quest*.

The half-hour episodes will explore the main characters' friendship, lives at home, and awkwardness navigating their new responsibility to save Earth from intergalactic threats. Each week, the team will face new monsters coming through the space/time portal and new conflicts in their personal lives. Through it all, they grow closer and work together to defeat challenges both domestic and astronomical.



CHARACTERS



Zeke: Male, thirtysomething. Zeke works from home doing data entry. He mostly games, drinks, and scrolls online when he should be working. Nothing has gone right for him his whole life. Relationships crumble. Jobs go nowhere. Zeke feels like life has passed him by.

Jamie: Female, thirtysomething. Jamie is a waitress and has been since she entered the work force at age 16. The money is easy, and the hours are flexible. She gets excited about possible new careers as a travel agent, an artist, or a massage therapist but never follows through and always ends up back at a restaurant.



Danny: Male, thirtysomething. Danny is a loving husband and father. His wife just gave birth to their second child, and Danny is on paternity leave from his job as an office manager in a real estate brokerage firm. He never finished college and opted instead to climb the corporate ladder. He is happy being a family man but always felt a little isolated having lost touch with his once-close friend group.

Trish: Female, thirtysomething. Trish is a corporate lawyer at an international law firm. She has managed to keep things going with her college sweetheart, despite billing 200 hours a month at the firm. Undeterred by her low-income upbringing, Trish excelled in law school and has all the right credentials. She has always chased the appearance of success even though none of it makes her truly happy.



PILOT SUMMARY

The pilot shows the children receiving their coins then jumps twenty years in the future on the day they are all beamed up to mission control. Nova tells them that he sent the wizard to the park because they were chosen to be the next Action Squadron. Incredulous, everyone but Zeke asks to be sent home.



Nova agrees on the condition that they dispense with an alien creature called a Goombly who has broken through the space/time barrier. The gang is beamed to an alley to face off with the Goombly. After some failed attempts at fighting, they defeat the Goombly when Trish stabs it to death. Nova is disappointed and tells the team that in order to get home, they have to dispose of the body.

In a wooded area back in their hometown, the four friends dig a makeshift grave for the Goombly. Zeke apologizes and confesses that he has felt like a loser ever since they lost touch. The other three take pity on a man who says he peaked in grade school. The four reconcile just in time for the Goombly to rise from its grave and come at them for another round. This time, it faces the new Action Squadron, perhaps without any real fighting skills, but at least united.

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