

## **The ChalkZone Bible 2002**

Created by Larry Huber and Bill Burnett

### **OVERVIEW**

*ChalkZone* is a show about the adventures of Rudy Tabootie, a 10 year old boy who discovers a world beyond the chalkboard—ChalkZone—where everything that has ever been drawn in chalk, and then erased, reappears and remains forever.

In ChalkZone, chalk monsters created (and then erased) by boys in Chicago can stomp across a chalk beach that was drawn by a California girl. Chinese chalk dragons might take up residence in a Mexican chalk pyramid. Chalk stick figures can go on a picnic with beefy chalk body-builders. It's a crazy quilt of drawing styles and concepts from all over the world and all times in history.

Rudy Tabootie discovers that he can enter this amazing place thanks to a piece of magic chalk he found in his classroom one day. (It was when he was staying after school, being punished for doing “rude drawings” on the board.)

Rudy's magic chalk doesn't merely get him inside ChalkZone. Rudy is an artist--a “creator” in ChalkZone parlance-- and that means he can use the chalk to create things from scratch, something no ChalkZone inhabitant can do. Rudy waves his artistic magic wand and chalk objects materialize in thin air. Sometimes this power helps Rudy out of trouble. Sometimes it gets him into more trouble. Either way, the result is adventure.

What kind of adventures are we talking about? And who are the other characters who inhabit Rudy's two universes?

Let's find out...

### **CHALKZONE CHARACTERS**

**Rudy Tabootie** is a 10 year old boy who lives with his parents in a small Midwestern suburb called Plainville.

When Rudy was eight years old he discovered a magic piece of chalk, and ever since he's been living a dual existence, one in the Real World, the other in ChalkZone:

### **RUDY IN THE REAL WORLD**

**In the Real World Rudy is an ordinary kid with a thirst for adventure.**

He dreams of going to exciting places and doing exciting things. But there is no adventure in Plainville. It is as plain as its name suggests—an ordinary town with ordinary people. And Rudy isn't old enough or bold enough to go adventuring on his own. So for now he's stuck. When he isn't going to ChalkZone, Rudy's ticket out of his stifling, humdrum home town is...**art**.

**In the Real World Rudy is an Artist.** He's one of those people who draws all the time, on every surface available. He uses every medium available (although he's especially partial to chalk.) He's a comic book artist, which means he creates characters and makes up stories and adventures for them to experience—the type of adventures Rudy wishes he could be experiencing.

**In the Real World Rudy is a Dreamer.** He uses art to escape into fantasy. He has a vivid imagination, dreaming up amazing places and fantastic characters. (This talent serves him well when he enters ChalkZone.) He sometimes drifts into his fantasy world completely. This can result in a kind of "tunnel vision", in which Rudy gets so focused on the art that he loses sight of the big picture (like the time he created that elaborate hamster maze—but forgot the hamster.)

### **RUDY IN CHALKZONE**

**In ChalkZone Rudy is an Adventurer.** In the fantastic world of ChalkZone Rudy finds adventure at every turn. That's what draws him there. (Ha ha) This doesn't mean that Rudy turns into a swashbuckler the minute he steps through a ChalkZone portal. He brings all the fears and foibles of a 10-year-old boy with him. But with the help of the magic chalk, and his friends Penny and Snap, Rudy rises to the challenges he meets in ChalkZone and emerges victorious. And some of that newfound confidence comes back with him into the real world. (In this way ChalkZone helps Rudy grow—but gradually. It will take five years—or 110 episodes—for Rudy's ChalkZone growth process to be complete.)

**In ChalkZone Rudy is not preoccupied with drawing.** Back home Rudy uses art to create imaginary adventures. In ChalkZone Rudy uses the magic chalk and his artistic talent to have an effect on real adventures. Rudy's magic chalk empowers him in ChalkZone. He uses it to solve problems, to defeat monsters, to impress his friends, to escape danger. He has no reason to create art for art's sake in ChalkZone. He uses art in the Real World to find adventure. ChalkZone is adventure.

**In ChalkZone Rudy has Friends.** One of the great things about ChalkZone for Rudy is that this is where his character Snap lives. Back home Rudy has been drawing Snap for years as the hero in his comic book adventures. Snap is not so much Rudy's alter ego as he is the ideal best friend Rudy created for himself. (More on this later.) In ChalkZone Rudy and Snap can actually interact. They are bosom buddies. Rudy also has Penny, who joins Rudy and Snap on many of their ChalkZone adventures. And the chalk inhabitants of ChalkZone look up to Rudy as a creator. He's a celebrity in ChalkZone, with all the adulation, envy, and special treatment that that entails. (More on this later.)

### **What Does Rudy Want?**

While it's true that Rudy is always game for fun and adventure, what does he really want out of life? He wants to do good by doing art. Rudy's motivations are not power, fame or money. He wants to help. He wants justice to be done. He wants to come to the rescue with his chalk and his talent. And, now and then, he'd like a little pat on the back for a job well done. Is that so much to ask?

### **Rudy Tabootie likes**

- Adventure and fun
- Friendship
- Appreciation for his talents
- Artistic self expression
- Fairness

Besides being a gifted artist, Rudy is a loyal, dependable friend. And he has two very close allies who are usually in the thick of things with him.

### **Penny Sanchez.**

Penny is the one person in Rudy's world who is as passionate and obsessive about something as he is. And Rudy is the one person in Penny's world who notices that she's doing extraordinary things with her scientific explorations. Rudy doesn't understand Penny's formulas and theorems, but he's capable of recognizing the spirit of "art" wherever he finds it, from the ceiling of the Sistine Chapel to Michael Jordan's final shot, to Einstein's Theory of Relativity. Rudy understands the spirit of art, and Rudy knows Penny's got it. He sees her as a kindred spirit. And he has a bit of a crush on her.

Penny lives almost entirely in her left brain. She is fastidious, precise, analytical. Like many such people she wishes she could be more spontaneous and whimsical. She never saw that kind of spontaneity in Rudy Tabootie until the day he pulled her into ChalkZone to recover her lost formula. Since then they have had a special friendship. It is based partly on their shared secret of ChalkZone. But it also carries over into the Real World Rudy is the only one who appreciates Penny's scientific acumen. And Penny has had her horizons broadened by Rudy. Now in the Real World she "gets" Rudy's artwork—even if she thinks some of it is a little bizarre. Rudy and Penny are the perfect complement to each other. Penny can focus on the problem at hand and bring Rudy out of his "tunnel vision". Rudy can introduce Penny to an amazing wide worlds that she would be unlikely to discover on her own.

**And then there's Snap**

Snap is the little blue superhero that Rudy draws everywhere. Snap had appeared in countless doodles and four panel comic strip adventures in Rudy's notebooks before Rudy (unwittingly) brought him to life by drawing him on the chalkboard kicking Bullynerd's butt. Now Snap lives in ChalkZone and has adventures with Rudy and "that *girl*" Penny.

Snap is Rudy's ideal best friend. He's the cool kid Rudy would like to hang out with. Snap embodies Rudy's dormant traits, some of which he'd like to bring out more in himself. Snap is funny, fun, assertive, fearless, in your face, quick with the witty repartee. Snap is well liked. Snap makes friends easily. (He also makes enemies easily, but that sort of goes with the territory.) Rudy doesn't wish to be just like Snap. Snap is often rude. Rudy is always polite. Snap frequently screws things up. Rudy usually gets things right. Rudy doesn't want to be *like* Snap. He just loves to be *with* Snap.

**The Team**

Together, Rudy, Penny and Snap make a solid team that can handle any adventure. Penny is the brains, Snap is the muscle and mayhem, and Rudy is the leader with the heart and soul.

The only problem with the team is that Penny and Snap don't get along. This is partially due to their competition over Rudy. But it's deeper than that.

Snap can't stand Penny's know-it-all attitude—especially because she's so often right. Penny can't stand Snap brash, rude, in-your-face manner—especially because in some hidden part of herself she's attracted to it. If Snap were a real kid Penny would loathe him as a conceited loud-mouth show off. But she'd blush if he paid attention to her.

**Secondary recurring characters:**

**Reggie Bulnerd**--Bulnerd is the class bully. Large and very confident of his own physical strength, Reggie also imagines himself to be rather clever. He affects a British lilt in his speech, using phrases like "Rudy mi'boy, spare a quarter for thee candy machine?" Of course no amount of upper crust affectation can disguise a true idiot. Reggie Bulnerd proves this point every day.

**Mr. Wilter**--Mr. Wilter is the teacher. He's slow and whiny and kind of pompous, always wagging his finger in the kids' faces and attempting to "teach them a lesson." But he *is* a dedicated professional. Mr. Wilter puts in long hours and tries his best to run a tight ship. He has one defining passion: he hates cartoons. Anyone caught doing "rude drawings" in his class will pay dearly for it after school.

**Joe Tabootie**--Rudy's father. Joe is the hardworking proprietor of The Beef Meet, a combination butcher shop/restaurant. Level-headed Joe is bewildered by Rudy's artistic interests. Deep down he suspects that drawing is a waste of time and good chalk. Rudy is

equally baffled by his father's lack of imagination. But together, father and son learn valuable lessons about the world--and about each other.

**Mildred Tabootie**--Rudy's mom. She's a low-budget Martha Stewart who writes an advice column for the local newspaper, offering helpful hints about removing stains and decorating the home. She also is a confirmed vegetarian, which makes her at odds with her husband, the butcher--and Rudy has to bridge the gap between them.

**Queen Rapsheeba**--Billed as "ChalkZone's Own Torrid Zone" Queen Rapsheeba is an African-American firecracker. A flamboyant rap performer on-stage, off-stage she's, well, a flamboyant regular gal. She and Snap are something of an item.

**Bathtub Granny**—A drawing Rudy did of an old lady in a bathtub. She's been getting waterlogged in her ambulatory bathtub for years, and she's none too happy about it.

**Blocky**—Rudy's first drawing, a charming rectangular childlike creature.

**Skrawl**—The arch villain of ChalkZone, Skrawl hates Rudy for making him so ugly, and will stop at nothing to get revenge.

## How is *ChalkZone* different from all other shows?

Most TV shows fall into a single style category and follow the rules of that one category. *Friends* is a Sitcom. *NYPD Blue* is a Police Drama.

Occasionally a show mixes two style categories. *The Simpsons* is a Sitcom with a pinch of the physical slapstick of the Classic Cartoon thrown in. The same is true for *Hey Arnold*, *King of the Hill*, and *Family Guy*. *Ally McBeal* is a Comedy/Drama.

*ChalkZone* is a mixture of four style categories: Ongoing Comedy/Adventure; Amazing World Fantasy; Classic Cartoon; and Sitcom. All four of these styles must be serviced to make *ChalkZone* work.

- **Ongoing Comedy/Action-Adventure Series**—*ChalkZone* is a descendant of such comedy action-adventure vehicles as the *Indiana Jones* series, *Romancing The Stone*, and, on the kid cartoon end, *Scooby Doo*. It also, in a strange way, follows in the footsteps of ongoing adventure series such as *The X Files* and *Star Trek*.. In these shows there is a science fiction sensibility, and an accumulated reality that the lead characters and the audience discover together. There is a sci-fi element to *ChalkZone* and there is an accumulating reality that our characters and the audience are discovering together. Rudy's trips into ChalkZone resemble the experience of going into outer space, and the concepts and issues that he and Penny and Snap encounter are similar to exploring strange paranormal events. In both of the examples above the *team* and the *quest du jour* are emphasized. This is true in the titles ("The X Files", not "Mulder and Scully") and in the way the stories and characters are organized.
- **Amazing World Fantasy**—*ChalkZone's* second influence is Amazing World stories such as "Alice In Wonderland" and "The Wizard of Oz". In this form, the emphasis is on surprising and delightfully unexpected creatures and events, and the lead character is the stand-in for the audience in discovering these wonders. This form demands that the lead character be an Everykid. He or she must be astounded, surprised, confused, scared, and *then* be heroic. "Superman In Wonderland" would not work. If Dorothy arrived in Munchkin land and started taking charge and ordering the Munchkins around and besting the witch at every turn the whole dynamic of that show would fall apart.
- **Classic Cartoon**—*ChalkZone* was born as part of a laboratory dedicated to creating classic seven minute cartoons. This form demands an emphasis on visual, physical comedy. It is a direct descendant of vaudeville and clowning. (It's easy to imagine Bugs Bunny and Daffy Duck on a vaudeville stage doing a lot of the business they do in their cartoons.) Although *ChalkZone* has become more sophisticated in its stories and characters than what is usually found in Classic Cartoons, it still derives much of its energy from that tradition.
- **Sitcom**—*ChalkZone* places a recurring group of characters into a (semi)-recurring environment and gives them emotional and physical and comical situations to deal

with, so in that respect it is like a sitcom. Here *ChalkZone's* role model is "The Dick Van Dyke Show."

HUH???

Read this and maybe the above paragraph will make sense...

### **ROB PETRIE IN WONDERLAND**

#### **An answer to the question "Who is Rudy Tabootie and why should we care?"**

By all measures, one of the most successful TV shows of all time was The Dick Van Dyke Show. Its hero was Rob Petrie. Rudy Tabootie and Rob Petrie have a lot in common. They are both ordinary guys with extraordinary talent. Rudy's talent is that he can draw. Rob's talent was that he was a comedy writer, and a darn good one--good enough to be the head writer of a weekly TV show featuring a Sid Caesar-like comedian. Very few people can do that. It takes extraordinary talent. It takes a winner. But Rob Petrie was introduced at the beginning of each show as the guy who arrives home from work, goes to greet his friends who are waiting for him in his living room, and falls over the ottoman. Did that make him a clutzy loser? No, it made him LIKE US. It also makes him LIKE RUDY.

- Rob lived in an unassuming suburban house, and he went to work every day.
- Rudy lives in a suburban house and goes to school every day.
- Rob had Buddy and Sally, two wise-guy sidekicks who were likely to say or do anything.
- Rudy has Snap, a wise-guy sidekick who is likely to say or do anything.
- Rob had his wife, Laura, who was sometimes a catalyst, sometimes an anchor and sometimes a little stiff.
- Rudy has his friend Penny, who even sort of looks like Mary Tyler Moore.
- Rob was not a swaggering, make-it-happen kind of hero. He was self-effacing, a little bashful. He had a Jimmy Stewart sort of stammer. He could be cowed by an Alan Brady. He fell over the ottoman. But he was no wimp. When the chips were down he stood up for himself, his family and friends, and he came through with the goods.
- Rudy is all of the above.

#### **What did Rob Petrie want in life?**

- He wanted to do a good job. He wanted be a good husband, father, neighbor and friend. And he wanted have a good life. Period.
- Rudy wants the kid versions of all of those.

In other words, they both want what WE all want—but they have a little edge. Rob was not a comic genius, and Rudy is not Picasso. But they both had special talent--and that is something that is reasonable to wish for.

Of course, Rudy has something that Rob Petrie didn't have—ChalkZone. ChalkZone is what makes our show bloom into a limitless kids fantasy, while The Dick Van Dyke Show remained within the borders of a sitcom. Rudy is an ordinary boy in an

extraordinary world with an extraordinary talent. He is Rob Petrie in Wonderland. If we think of him as a young Dick Van Dyke with artistic talent instead of comedy talent, and imagine how Dick Van Dyke as Rob Petrie would react to the amazing creatures and Comedy/Adventure plots that Rudy encounters in ChalkZone, I think we begin to get a handle on what the tone for our show should be.



## THE RULES OF CHALKZONE

The creators of *ChalkZone* (the show) are discovering the environmental realities of ChalkZone (the place) step by step, along with our hero, Rudy.

Here are some things we now know for sure:

- Rudy has the only supply of magic chalk that exists in the “real” world. It is a lifetime supply that he and Snap got from the magic chalk cave in the “Amazin’ River” episode. As the series unfolds it is possible that some other “creators” might get their hands on magic chalk and show up in ChalkZone. But for now, Rudy is the one human with access to magic chalk.
- A portal into or out of ChalkZone may only be drawn on a place where chalk is used. So, all chalkboards are potential portals. A hopscotch grid could become a portal. A sidewalk or street where someone has done a chalk drawing could become a portal, as well as a wall where someone has written or drawn something in chalk. All other locations cannot be used as portals.
- A portal needs to be erased after it has been used, to preserve the secret nature of ChalkZone. It must be erased from the side it was drawn on. (That’s where the chalk markings are, after all.) So, if Rudy draws a portal on the classroom blackboard and goes into ChalkZone, he must reach back into the real world to erase it.
- When Rudy creates something in ChalkZone with the magic chalk, he first draws the outline of the object. When the outline is completed the color pops on and the object is ready for use.
- Rudy’s ChalkZone creations must be complete. If he draws a building and goes through its front door, there will be no “inside” of the building until Rudy draws it. This is also true of objects that come to ChalkZone by being drawn and then erased. Only what the original artist drew will exist in ChalkZone. [NOTE: This is a “fair-weather” rule, applied strictly or loosely, depending on what best serves the action and the humor. For instance, in the original draft of the “Secret Passageways” episode Rudy drew a flashlight, and it didn’t work at first because he had neglected to draw batteries. This joke simply slowed down the action, so the battery gag was removed.]
- Erasing is not a danger inside ChalkZone. To allow it there would be to cheapen the action and introduce the concept of death, which we don’t want to do. All ChalkZone conflicts must therefore be solved creatively, not destructively.

BUT, if a ChalkZone character ventures into the real world, as Snap does in “Snap Out Of Water”, erasing becomes a genuine danger.

- When a ChalkZone character enters the real world, he or she can be two-dimensional. It is possible for Snap to press himself against a wall and impersonate an inanimate drawing. Inside ChalkZone, chalk characters are three-dimensional, but they tend to look “flat” in comparison to Rudy, Penny and other humans.

- Only Rudy wields the magic chalk. Not Penny. Not Snap. Not any ChalkZone character. Rudy is the artist. If the time every comes when he yields the magic chalk to another artist, it will be a big deal.
- "Night" is a section of ChalkZone called "NightZone". The sun doesn't rise and set in ChalkZone causing an area that was light to become dark. Pictures that are drawn as nighttime scenes in the real world and then erased become part of NightZone. ChalkZone inhabitants go into NightZone to sleep or to go to a nightclub.
- Chalk food tastes good to ChalkZone inhabitants, and tastes like chalk to humans.
- ChalkZone has a symbiotic eco-system similar to that of the real world in that flora and fauna live off each other. Example: Bendy Straw Worms live off the water that drops from the Water Balloon Weeping Willow.
- A sidewalk chalk drawing in the real world that is washed away by rain shows up in ChalkZone as a downpour of ChalkRain, and then reforms into what ever the human artist drew.

### **What do the inhabitants of ChalkZone think of Rudy?**

In Plainville Rudy is an ordinary kid. In ChalkZone Rudy is a celebrity. He's the three-dimensional kid who can draw things in thin air! This definitely gets noticed by the chalk inhabitants. And they have a variety of different reactions to him.

-Most of them think he's great. He's a hero who does wonderful things, like saving them from rampaging dragons. They are happy (and a little excited) to have him around. This is similar to the way emotionally healthy people react to the movie stars they see around Los Angeles. They know Rudy, they love Rudy, they're respectful of his privacy and leave him alone. Rudy likes this. He's getting the appreciation he craves.

-Some ChalkZone citizens are in awe of Rudy. They treat him with adulation, want to be near him, get his autograph, and would gladly open their homes to him and give him anything he wanted. Rudy is a little overwhelmed by this, the way most new stars are.

-There are a few ChalkZone inhabitants who resent Rudy. Bathtub Granny, for instance, wishes Rudy had given her a more pleasant life than her eternally waterlogged existence in that bathtub. And some of the disgruntled rebels in UnFinlandia blame Rudy for their situation (even though he is not directly responsible for their unfinished lot in life.)

-There may be some ChalkZone inhabitants who wish they could go to the Real World and envy Rudy his Real World existence.

These various reactions give us opportunities for various stories and jokes.

### **What limitations are there to Rudy's power in ChalkZone?**

Rudy's magic chalk gives him huge power in ChalkZone. But he is not completely invulnerable. There are three ways Rudy's power can be limited—Imagination, Time and Access:

**Imagination:** Rudy must use his imagination to come up with the *right* solution to the problem. After all, the chalk doesn't think. It's just a tool. It's up to Rudy to have the idea that will save the day. This doesn't always happen immediately.

Here are three of the many examples that have appeared in our cartoons and stories of Rudy being kept in jeopardy until he found the right solution:

-When Rudy first uses the magic chalk in Episode I, he draws a horseshoe which drops on the head of the rampaging Bullynerd monster. It has little or no effect.

-Later he draws a cage around the beast, but forgets to put a floor on it. Bullynerd easily escapes.

-In the "Amazin River" episode, Rudy battles Cy Clops, first drawing a cannon, and then a lion. Cy easily does away with these paltry threats. It is only when Snap temporarily blinds Cy and Rudy draws a winch to hoist Cy into the air that his imagination provides him with the answer that will defeat his opponent.

**Time:** Rudy can draw very fast but it does take *time* to complete a drawing, and during that time he is vulnerable to attack.

-In "Snap out of Water" Rudy is swimming for the surface of the Wait n Sea when he is grabbed by the tentacle of a Sumo Octopus. Rudy doesn't have time to get to the chalk before he is squashed beneath the Octopus.

-In "Rudy's Date" Butch Biceps attacks our heroes on his motorcycle. This takes Rudy and Penny by surprise. Rudy doesn't have time to think of a way to stop Butch until after Butch has run over Snap.

**Access:** Rudy doesn't always have access to the magic chalk.

-Sometimes Rudy has the chalk but he can't get to it. This happened on the Amazin' River when he and Snap were being squeezed in the coils of the Mumbo Jumbo snake. In that situation, Rudy couldn't get to the chalk. Luckily, the snake was hit on the head by a paint can from the polluted city sewage pipe and Rudy and Snap got away.

-Other times Rudy loses the chalk and has to get it back, as in "Birdhouse Blues", when Rudy drops the chalk as he's being carried away by the giant canary, and Snap has to return it to him.

-And sometimes Rudy runs out of chalk from using it too much. This happens on the Amazin River when he draws a rudder to get past the mountain men, a plug to plug up the sewage pipe, and a motor to get away from the angry city people. The magic chalk crumbles into dust. Luckily Rudy and Snap find the Magic Chalk Mine and Rudy gets a lifetime supply of chalk. But he doesn't always carry all his chalk with him. So he can, and will, get into adventures where he uses the chalk too much and doesn't have access to any more.

### **What danger is there for chalk characters in the Real World?**

We learned in "Snap Out of Water" and "The Wiggies" that chalk characters in the Real World are invulnerable to pretty much anything except erasure. If they are erased—by water, or an eraser—they will cease to exist. So there is genuine mortal danger to chalk characters in the real world.

### **What danger is there for Real World characters in ChalkZone?**

There are two categories of jeopardy for humans in ChalkZone:

**1) Pain and injury.**

*ChalkZone* is a Cartoon Comedy/Adventure series. That means that we will play jeopardy (falling off a cliff, being eaten by a monster, etc.) as real jeopardy—Rudy and Penny will be appropriately frightened when faced with danger, and do anything to avoid it.

But since ChalkZone is a "cartoon universe" we will relax the laws of physics inside ChalkZone to allow for funny cartoon gags and stories to happen. For example: When Rudy jumps off a cliff in ChalkZone he can save himself by landing in a bathtub. In the Real World he would be subject to the actual laws of physics and bash his head on the bottom of the bathtub. In ChalkZone he will just get a mouth full of bath water. If he misses the bathtub he will crash into the ChalkZone ground and be injured.

**Some general thoughts about things and creatures in ChalkZone.**

ChalkZone is a place. It is a place created by the imaginations of chalk artists (mostly children) around the world. It therefore contains anything that anyone could possibly draw in chalk and then erase. This means that it contains all the layers of existence found in the Real World, PLUS the fantastic, outlandish, strange, frightening, funny, delightful, and whimsical stuff that comes from the imagination.

As in the Real World, there are unconscious and conscious entities in ChalkZone. The unconscious elements of ChalkZone include natural things such as rocks, trees, oceans, mountains and skies. It also includes manufactured things such as streets, buildings, mailboxes, cars and planes. These things are unconscious because they were drawn that way. If a child draws a street on a chalkboard, with a house, a telephone pole and a mailbox, and then erases the drawing, it becomes a street in ChalkZone with a house, a telephone pole and a mailbox. That house, telephone pole, mailbox and street will never move, or dance, or speak, because the child who drew them didn't intend them to. If the child drew fire hydrants on the street playing a game of kickball, those fire hydrants would be able to move in ChalkZone, because the child intended them to move. That's what the child imagined, and the child no doubt drew the fire hydrants with "movement lines", or in positions that suggest movement (such as being two feet off the ground, having just kicked a ball, which is flying away from the kicking fire hydrant.)

There are two categories of conscious entities in ChalkZone. Animal-like conscious entities who behave according to their instincts, and human-like conscious entities who can think and reason and have opinions. The Wiggies, for instance, are animal-like. They have no "opinion" about Rudy Tabootie or anything else. They are like frogs who eat hair. When they find an especially good source of hair they go for it. There are many such animal-like creatures in ChalkZone.

Human-like conscious ChalkZone inhabitants have the personality that their creator intended for them. If a kid draws a "mean man" and then erases him, the chalk version of that man will be mean and grouchy. If an artist draws a happy dancing mermaid, the chalk version of it will be a happy creature who leaps and cavorts in the water and on land.

ChalkZone inhabitants, therefore, run the gamut of emotions and personalities. Most would be well adjusted and find ways to be happy. A few are bitter, cynical, angry, mean.

There is not a general desire among ChalkZone inhabitants to leave ChalkZone and go to the Real World, the same way there is not a general desire to leave earth and go to Jupiter (even if such a thing were possible), or, to leave America and go to Thailand. There are some Chalk creatures who might find the Real World appealing. But since the Real World, which is 75% water, is a hostile environment for creatures made of chalk, there won't be a lot of Chalk inhabitants clamoring to climb through Rudy's portals

### **ChalkZone Geography**

*"The world is so full of a number of things, you'd think we should all be as happy as kings."* Robert Louis Stevenson

ChalkZone is a hodgepodge, a patchwork quilt of different drawing styles. Any creature might interact with any other. Any terrain might abut any other. This is the show's original concept and a major part of its charm. In terms of flora, fauna, and geography, anything can happen in ChalkZone—including the possibility that some ChalkZone creatures might organize themselves into separated neighborhoods, regions, or countries.

This shouldn't be difficult to understand since it is only a slight exaggeration of the way our own world is organized. Physically, any person or creature can go anywhere on the planet earth. In some places (Times Square, the beach, the subway, a baseball game) all races, classes, genders and ages intermingle. In other places (Korea Town, Beverly Hills, The Elephant's Burial Ground, China) you find only Koreans, or rich people, or elephants, or Chinese. The same is true in ChalkZone except that the places and things inhabiting it are more fantastical because they are imaginative drawings that have been erased. And the different geographical terrains are only inches, instead of miles, apart.

### **The ChalkZone Stories**

**Here are some stories we've done so far...**

**ChalkZone I--** This first episode finds Rudy being shaken down by Reggie Bulnerd--literally--for change. Rudy retaliates by drawing a monstrous caricature of Bulnerd on the chalkboard, with Reggie's butt being kicked by Rudy's alter ego, Snap. When Mr. Wilter catches him, he erases Rudy's "rude drawing" and sentences Rudy to write "Cartoons Are Not Funny" 500 times after school. That's when Rudy finds the glowing stick of magic chalk. He uses it to enter ChalkZone for the first time, and discovers that his "Bully Nerd" monster is making life very tough for the newly animated Snap. A wild chase through the multi-faceted ChalkZone landscape ensues. Eventually, Rudy's artistic ability defeats the monster and turns the tables on Bulnerd in the real world.

**The Amazin' River--**A boring classroom slide show about the Amazon River sends Rudy sneaking away to ChalkZone, where he and Snap take a wild, picaresque journey down the *Amazin'* River. They pass through London, dodge boulders thrown by Deliverance-style mountain men, fight off giant snakes in the jungle, plug up a polluted sewer main in a big chalk city, and eventually find their way to The Magic Chalk Mine just as they run out of magic chalk. (What a coincidence!) Here they encounter Cy Clops, the mine's well-intentioned but overly strict guardian. Cy explains that before he started guarding the mine, creators like Rudy used to come to ChalkZone often and wreak havoc with their irresponsible drawings. Rudy promises only to draw good things, but there's no reasoning with Cy Clops. So Rudy and Snap outwit the creature and head back up the Amazin' River, with a lifetime supply of magic chalk.

**Rudy's Date --** Rudy is an admirer of Penny Sanchez, the class math and science wizard. When Reggie Bulnerd erases Penny's formula off the chalkboard--a formula which is crucial to Penny's science project--Penny is distraught. But Rudy has a solution. He takes Penny into ChalkZone. (She's appropriately amazed, but isn't sure if it's scientifically possible.) Rudy knows the formula will have rematerialized somewhere in ChalkZone. He asks Snap for help, but Snap doesn't want to have anything to do with this nerdy *girl*. Rudy convinces Snap to play detective and track down the formula, and the three of them take off on their first ChalkZone adventure. The rivalry between Snap and Penny builds and builds. But in the end they discover that the three of them make a solid team of brains, bravado and artistic cleverness. Together they find the formula and pool their abilities to get it back from the scary biker Butch Biceps.

**Snap Out Of Water --** Rudy and Snap are picnicking on an island in ChalkZone's Wait 'n' Sea. The "island" turns out to be a whale, which takes Rudy deep down to the bottom of the ocean and slaps Snap through the chalkboard portal and into the "real" world. While Rudy battles man-hungry lobsters and Sumo octopuses, Snap enjoys exploring Rudy's turf, much to Penny's exasperation. Snap is nearly erased by Mr. Wilter. Then he impersonates an exchange student from Greenland, and picks a fight with Reggie Bulnerd--which he wins. Snap is on the verge of deciding that he'd like to stay in the real world, but he changes his mind when a cloudburst starts washing him away!

**Secret Passageways --** Rudy and Penny are at Rudy's house working on a science project--an elaborate hamster maze. To his embarrassment, Rudy realizes that he left the hamster at school! It's 7 PM, the school is closed. What are they going to do? Penny

has the idea of going into ChalkZone through Rudy's small bedroom chalkboard, and then entering the classroom through the school chalkboard. They set out on their journey, but find themselves in ChalkZone at night. (This is a first.) Luckily they run into Snap, who helps them find their way to the school and get home with the hamster--but not before they mistakenly emerge in a football team clubhouse, on Joe Tabootie's specials board, and at the front desk of the police station!

**ChalkDad** -- Introduces Rudy's father, Joe Tabootie, who runs a combination restaurant and butcher shop called The Beef Meet. The establishment is none too successful. Rudy tries to help by giving snappy names to the dishes his father serves, and draws pictures to go with them on the "specials" blackboard in the restaurant. He also draws a caricature of his father on the blackboard, but erases it when Joe objects to Rudy's attempts to introduce "high falutin' art" into his shop.

Rudy goes into ChalkZone through the back of the specials board and finds his recently erased drawing of his father--ChalkDad--trying to start a restaurant in ChalkZone. The tables are turned, because ChalkZone is Rudy's turf. Here Rudy is in charge of the restaurant and ChalkDad takes orders. But Rudy learns that there's a lot more to running a business than just cute names and pretty drawings. ChalkDad's business acumen helps Rudy out of hot water, and Rudy goes back to the real world with renewed respect for his Dad.

**ChalkRain**--The annual All ChalkZone Swap Meet is disrupted by a sudden downpour of multi-colored rain. Snap has seen these chalk showers before--they happen when someone has done a chalk drawing on a sidewalk or playground, and then the drawing gets washed away by the rain. The ChalkRain will fall and then reform itself into whatever the drawing was in the real world. But this ChalkRain is bigger than anything Snap has seen before. The Chalk Monsoon turns out to be a gigantic Chinese dragon, which promptly starts running amuck in ChalkZone, raging around wildly like a bull in a china shop. None of Rudy's artistic solutions can subdue the creature, so he sets off in a hot air balloon to find the dragon's creator, who turns out to be a wise old Chinese woman in Tianneman Square named Ming Lan. Ming is frustrated because her dragon drawing was washed away before she had a chance to complete it. It was to be the first Chinese dragon with wings. Rudy takes Ming into ChalkZone and together they complete the dragon.

**Rapunzel**--Snap takes Rudy and Penny to see Queen Rapsheeba--ChalkZone's Own Torrid Zone--appearing in the hip hop version of "Rapunzel". It's clear that Snap has a huge crush on Queen Rapsheeba. The show is going great until a giant chalk thundercloud destroys the theater with a bolt of lightning. It's up to Rudy and Penny to get rid of the marauding cloud. Then Rudy re-draws the damaged set, and Snap gets to be up close and personal with Queen Rapsheeba by becoming her leading man.

**Rudus Tabootus**—Vacationing with his parents in Rome, Rudy discovers chalk drawings on the side of the Coliseum, and draws a portal. He finds himself in ancient ChalkRome, where he has to rescue gladiator Snap from a hungry lion and beat the evil Odiferous Maximus in a chariot race.

**The Wiggies**—While picnicking in ChalkZone, Rudy and Penny are attacked by a Wiggle—a creepy chalk creature who likes to eat human hair. Freaked out by this experience, they go back home. Rudy inadvertently leaves the chalk portal open, and a whole army of Wiggies climb into the real world and start gobbling up every hair in sight. It's up to Rudy to lure them back to ChalkZone and save Plainville

**FutureZone**—Rudy and Penny are working on a school assignment in ChalkZone. Mr. Wilter has asked the class to think of amazing inventions that might exist in the future. While our heroes are working, Craniac 3, a Chalk Robot, sees Rudy's magic chalk and mistakes it for an all purpose matter materializer. He steals the chalk and kidnaps Rudy, Penny and Snap, taking them back to his Dome of the Future, where he tries to force Rudy to show him how the "matter materializer" works.

**Two Left Feet**—A four minute Snap episode in which two large smelly left feet invade the ChalkZone Square dance and wreak havoc.

**Pieday**—A four minute Snap episode in which Snap goes down to the stick figure bakery and oversees the baking of pies for Pieday. He has to contend with a small group of protesters who are anti-pieday. Why, you ask? Because "Pieday" is actually the occasion for a weekly pie fight, and the protesters are opposed to anybody having that much messy fun.

**Birdhouse Blues**—A four minute episode designed to attach to the original seven minute pilot. Rudy's parents are ready to go on vacation, but where is Rudy? He's in ChalkZone, in the clutches of a gigantic canary, who is taking him home to feed to her newly hatched chicks. Rudy drops the magic chalk, and it's up to Snap to get it back to him, so Rudy can save the day.

**The Skrawl**—Rudy is flattered to discover that someone has erected a Rudy Tabootie museum in ChalkZone. It contains many of Rudy's best chalk creations. This acclaim is a dream come true for Rudy. But the dream turns into a nightmare the curator of the museum turns out to be Skrawl, a hideous monstrosity that Rudy created and erased by accident. Skrawl is out for revenge on his creator. He intends to send Rudy, the museum, and all Rudy's creations to the bottom of the Wait n Sea!

**Gift Adrift**—Mom and Rudy have gotten dad Tabootie a super powerful vacuum cleaner as a birthday present. (He's wanted one for years.) Mom asks Rudy to hide the big machine until after Dad has his birthday cake. Rudy hides it in ChalkZone. Snap accidentally turns it on and the machine's "dust sensors" start sensing dust big time—chalk dust. All of ChalkZone is in danger of being vacuumed into oblivion, and it's up to Rudy to save it.

**SnapMobile**— A four minute episode in which Snap needs a snazzy car to go to Queen Rapsheeba's party. He picks out a car that everyone else is afraid to drive—and with good reason. The thing is a wild James Bond type car with all sorts of gizmos and booby



traps, and Snap has no idea how to control it. In the end he goes to the party, making the most amazing entrance of all.

### **...and some of the second season shows...**

**Hole in the Wall** – Rudy and Penny sneak into the old town schoolhouse before it gets demolished to retrieve a love letter written by Rudy’s dad. But they accidentally leave the ChalkZone portal open and it gets discovered by greedy developer Vinnie Raton who wants to turn ChalkZone into a theme park. Rudy must use the power of his imagination and the magic chalk to scare him away.

**Terrible Two-and-a-halves** – Rudy gets jealous when his family gushes over the “amazing” scribbles done by his 2 ½ year old cousin, Sophie. But when she wanders off in ChalkZone with his magic chalk, Rudy must set aside his feelings and rescue her. In the process, he realizes her value as a fellow artist.

**Disappearing Act** – Sick and tired of Reggie Bulnerd destroying everyone’s stuff with his bogus magic routine, Rudy volunteers for the Disappearing Act. He slips into ChalkZone and convinces Reggie that he not only made him disappear, but that he’s turned him into an eraser! In ChalkZone, Rudy recruits the help of Spy Fly to give Reggie a taste of his own medicine... until he realizes he’s become just as bad a bully as Reggie.

**Pumpkin Love** – Rudy uses ChalkZone to sneak his award-worthy “Jill-o-Lantern” to the pumpkin contest and avoid Reggie’s smash-happy fists. But along the way, the evil “Jack-o-Lantern” falls in love with Rudy’s Jill and kidnaps her. Rudy must rescue Jill and make it to the contest on time before Reggie wins by default... again.

**Waste Mountain** – Rudy’s job is to take out the Beef Meet trash. But he procrastinates, misses the pick-up and hides the garbage in ChalkZone. In ChalkZone, the trash bags spring leaks and Real World guk starts dissolving the mountain beneath it--the same mountain that houses the Magic Chalk Mine. Rudy must clean up his mess before the wet garbage destroys the Magic Chalk forever!