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R LIVE RCTION HALF-HOUR SCI-FI SPACE COMEDY

FROM THE
FEEBLE HUMAN MIND OF
COLBY DAY

### **THE SHOW**

STARSHIP INFINITY is a half-hour, live-action, sci-fi comedy.

Set in the year 2556, this is the story of the ongoing adventures of BEN, an android accountant and reluctant corporate stooge, and his existential crisis / quest aboard THE STARSHIP INFINITY to find a soul and become something more than a robotic corporate stooge, something... human.

We will recreate the inspiring feel and texture of early space serials like Buck Rogers, or Plan 9 From Outer Space or even the Star Wars rubber-mask / robot with a mop on its head style cheapo aliens using a combination of modern VFX and old-school practical special effects that give these cultural touchstones that magical, real-world, lived-in, dangerous, nostalgic, feeling.

Most importantly, we'll assemble a fun, diverse, lovable cast of humans (and non-humans) who we can imbue with deep inner lives. Meaning. Purpose. Souls. Even the ship itself has its own devastating emotional star-crossed lovers storyline – but I'll save that for later!

This show will be profound. But also fun. Smart. But also very stupid. Like... smart stupid though. Stupid intentionally. Everyone making it (including you) will be very smart!

It will be....

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### WHY INFINITY?

This is like a live action *Futurama*, or *Guardians of the Galaxy* on a Star Trek sized ship with a massive crew of lovable weirdos waiting to be your new best friends.

This should feel like LORD + MILLER might direct.

Or HIRO MURAI.

Or JAMES GUNN.

Or TAIKA WAITITI.

Or DREW GODDARD.

Or SOMEONE SUPER FUN AND COOL WHO ISN'T QUITE AS BUSY...

The universe is infinite. Or... well.... scientists don't entirely know what the universe is... but I hear that it's very big. The point being, it's too big for our pathetic human minds to even really comprehend. Every week the Starship Infinity goes on a new mission to find magic, adventure, and the impossible wonders that could only exist somewhere out there in infinity.

The sheer joy and strangeness that space entails...

Strange new worlds, collapsing black holes, disgusting looking trash heap aliens who make incredible risotto and are quite generous lovers if you'd just get to know them.

This a space-age show that should feel like your imagination has been unleashed. Robots chase after their souls. Ships' computers dream of getting to step off the ship onto alien planets. Orange blob creatures engage in nipple play with geriatrics.

Anything and everything can happen on the Starship Infinity... and over the course of their on-going adventures in this series, our crew will see it all.

In case it isn't clear – This is NOT STAR TREK. And it's NOT STAR WARS.

It's closer to Buck Rogers, or a Roger Corman B-creature movie made for today's audiences.

This is a rough-and-ready journey into space anarchy with just a splash of profound wonder.

It's fun. It's silly. It's an adventure that can go anywhere and do anything. This is not Denis Villeneuve's DUNE, or grounded sci-fi. We don't need to ground sci-fi. We need to shoot for the stars. And have fun while doing it.

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### **SPACE CORP.**

In Star Trek the galaxy is run by "THE FEDERATION," a noble organization that believes in protecting and helping all peoples that they encounter. In our world, much of the universe is owned and operated by SPACE CORP.

"The Corporation" is a generic-sounding, all-encompassing, vertically-integrated conglomeration of multi-planetary corporations that owns almost everything and is (like any corporation) only concerned with its own growth.

"Space Corp is all" might be their motto. It is actually their motto.

So it only makes sense that the show's ongoing story would be one in which a nearly anonymous corporate stooge, someone who not only drank the Kool Aid but was programmed to make the Kool Aid – an accounting android named BEN – goes on an adventure to learn what you and I and everyone else here and now on Earth are starting to wake up to:

Corporations are always a bit... soulless. I'm not going to write that they're "evil," because at the end of the day, your corporation will be writing checks to make this show, but... maybe a bit less noble than The Federation.

Of course Space Corp's vertically integrated business model demanding constant growth and new acquisitions so that it can create an unstoppable monopoly is nothing like [your giant tech company's name here].

For our soulless robot to eventually find a soul, he'll have to stick it to the man and put people over profits. It might sound basic to you, as a living breathing human, but to an android? Whose entire operating system was designed to crunch numbers? Who was willing to let the ship's accountant Fred get sucked into space just to save some money for Space Corp?

This is going to be a MIND-BLOWING REVELATION. One which might send him into a full-fledged mental break.

But it's going to take him (and the rest of the crew) some time, and many, many adventures, before they do eventually go and kill god.

[Oh, yeah, FYI, the crew of the Starship Infinity do eventually go and kill God. Sorry, God! Love you! Huge fan of your work! Other than creating the general concept of war, really great job! It's just what has to happen on the show, please don't take it personally.]



### **THE CREW**

### **BEN FISCHER**

Corporate Stooge / Accountant

Ben is a humanoid android. Ever since he was first turned on, some thirty years ago, he's dreamed of having a human soul. But, instead of having a human soul, he has an operating system dedicated to cutting costs in Space Corp's Cost Elimination Department.

Even though he's a dreamer at heart (artificial), he could be described as the "perfect corporate stooge."

25% Paul Reiser's company man in Alien 25% Ash the android (also from Alien) 25% The Tin Man in The Wizard of Oz 25% C-3PO, often right but a little bit scared and pedantic

Ben means well, but can't help himself. He has to cut costs. It what he was built to do.

In this universe – people DO NOT like Androids – because of their history of... starting a huge war a long time ago for Android Freedom which killed a lot of people. Ben wasn't around for that (he hadn't been created yet) and would never start or even participate in a war. Too expensive.



### **HUNTER KARLSON**

Neutralizer

As a grizzled, 46 year old "Neutralizer" it's Hunter's job to "kill the shit" out of anything that gets in the crew's way. This happens all the time – space is dangerous and Space Corp's diplomatic guidelines say to "negotiate peace OR incinerate." Hunter wakes up and chooses incinerate. He might seem like he's full of himself because he's the right hand man of Captain Yates, but that's not true, he's full of himself because he is fucking awesome.

Hunter's the kind of guy who juices with space creatine, never skips leg day, and has an unironic gamma ray barbed wire tattoo.

Hunter is also afraid of the dark, which sometimes becomes a problem considering space is very dark. But he would never admit it. He is not a fan of pesky things like "rules" or "feelings," or "science."



### **DR. ALARIA REID**

Acting Ship's Doctor / Doctor of Comparative Religions

Doctor Reid is 332 years old (not very old for her people) and a survivor of the intergalactic android wars, which makes her very suspicious of humanoid robots like Ben. Blue-skinned and three-eyed, she's a not especially beautiful creature to us humans, but considered very attractive within her own species. As the ship's resident doctor (the previous ship's doctor was killed in a gamma ray blast – blame Hunter) she's often called in to explain things that are scientific or health related, but, her real passion and interest lies in studying the peoples of the world, and comparing their beliefs. Hunter considers her a "bleeding heart" but she'd say she just "has morals."



### **CAPTAIN PAT YATES**

Acting Captain, Starship Infinity

Yates has been the acting captain of the Infinity from Day Two. On Day One, the original Captain had a fatal heart attack. As such, he's determined to make a name for himself as a famous ship's commander, and tends to be more concerned with glory than safety. After thirty five years of duty as the "temporary" captain, his dream is to someday retire (with his full Captain's pension) and start his own Loquacian Beetle Ranch. Unfortunately, Space Corp keeps refusing to name him an official Captain, most likely so they can avoid paying him as much. The day he finally gets his Official Title will be the day he can retire.



### **MR CHANNING**

EVP of Cost Elimination, Space Corp

Mr. Channing is over a hundred years old, with ice water running through his veins. That's a literal thing he has his nano-nurse do periodically to extend his life with mini-cryo-hibernation therapy. It also describes his ghoulishly severe personality, and complete lack of conscience when it comes to running "the corporation" in a cost effective manner.

In Star Trek, the Federation is a noble, idealistic government. In Starship Infinity, the Corporation is... a corporation. And it's worse (in every way) than you can even imagine.

Oh, Mr. Channing is also a sexual deviant who's into nipple play and egg play. His sexual partner/dom is an orange blob.



this isn't a famous actor, it's just the google result for "oldest man in the world"

### **FRED**

### Ship's Accountant

In the pilot Ben kills Fred accidentally. But that's okay because Fred is actually thirty different Freds – who all share one consciousness. Each looks and sounds like an upbeat constant source of positivity and optimism, and they all work in accounting, and there are thirty of them. It's A LOT. Ben likes Fred though.



Chief Engineer

Frances McQueen is a no-bullshit, pink-skinned, anarcho-communist punk who is also the ship's chief engineer. She does not get along with Ben, because, he basically stands for everything that she thinks is wrong with the universe. She and Hunter once had a thing, even though she doesn't have genitals. You don't need genitals to fool around.





### **THORGA**

Weapons Expert

Thorga is a green-skinned cat-like man in charge of the ship's weapons. From a warrior tribe, his pride and self-worth are entirely based around the number of things he's blown up and destroyed.

### **DESTRO**

Shields and Defense

Destro is a cute and small puffin-like guy in charge of the ship's defenses. He sounds cute but is actually very tough.



### LIZZIE

Comms

A human woman with ram's horns, she's a total bad ass and also has an intimate (but non-sexual) relationship with the ship's computer.

### THE SHIP'S COMPUTER

The ship's computer is alive. So when we hear from it, that's because it's a living thing. The Infinity has never been off of the ship, so whenever they visit another planet, it's always really curious to hear about what it's like in places that aren't the ship. Imagine being stuck for thirty of years inside the computer of a Toyota Prius and wondering what everyone gets up to when they go inside buildings. That's basically what the ship's computer is dealing with.

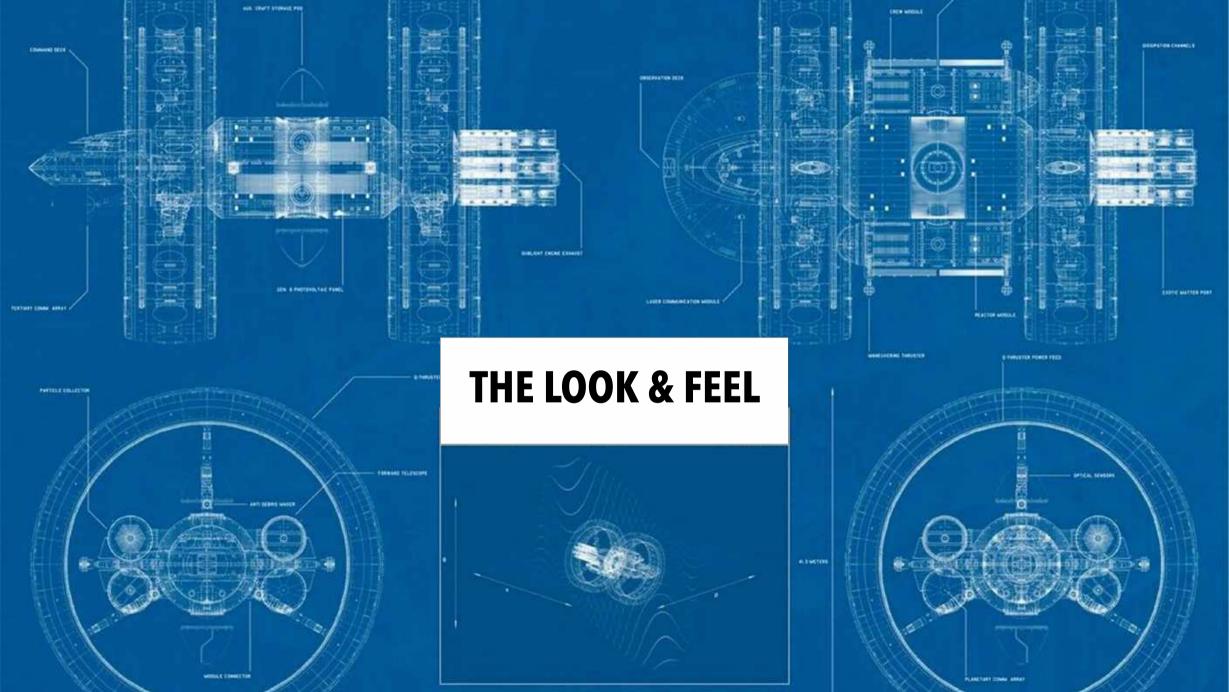


### HUGH

Navigation

Hugh's kinda just like a guy. I dunno. Nothing fun to report on him. Kinda boring, but nice enough. Sorry Hugh. Be more interesting next time. Your coworkers are cool aliens and robots!





### THE LOOK & FEEL

This really really really wants to look and feel like early B-movie sci-fi, but made all the cooler with the graphics and VFX of today. Starship Infinity should be as practical as humanly possible. Models. Makeup Still matte photography.

This is fundamentally a show about what it means to have a soul – and things that humans make with their hands, animate objects, have souls. Ask Mari Kondo. Or Ed Wood.

This show should have "real" aliens and robots whenever possible. The look of James Gunn's Guardians or Suicide Squad feel right for this – vfx when critical to make a talking shark man or tree creature – but practical whenever possible to help us fall in love with our characters.

The Infinity isn't a sleek and shiny ship out of a Christopher Nolan film – it's a beat up clunker. It's closer to the Millennium Falcon or the Nostromo than JJ Abrams' Enterprise.









### **BEYOND THE PILOT**

As you can imagine – this show will work both serially, and episodically. Kind of like the old serials that inspired the entire genre of sci-fi, from Buck Rogers all the way to monster-of-the week shows like The X-Files. Overall, we'll have a new mission of the week.

### These are things like:

Space Corp tasks Ben and the crew with busing a unionization effort on Planet *Gleeeeeekxum* [which roughly translates to: "Planet of Deadly Mines Nobody Should Go Into, And If They Do Go In, They Should Be Fairly Compensated"]

Hunter is trapped in the ship's engine room with McQueen when the power goes out and the two are forced to make love to generate enough light (that's how McQueen's genitals work, long story) to get out of there.

The Starship Infinity's onboard computer falls in love with another ship in a West Side Story style tale of star-crossed lovers.

But... there is also one major ongoing, serialized adventure in this story – Ben begins our series as an eager corporate stooge, always ready to cut a cost if it helps the company.

As the season progresses, and his programming causes more and more trouble for the people he's coming to feel fond of... he'll be pushed to the realization that Space Corp is maybe not as great as he was programmed to believe.

At the end of Season One we'll pour rocket fuel on this little ember of resentment when Ben discovers he was created in an experimental program by Space Corp's CEO, **KEN** (who we have not met yet, but will). In the hunt for the perfect successor, Ken created an unethical cross between a clone and a robot – **BEN**.

Not the most original name to give your own clone, but, in effect, Ben is Ken. And Ken is Ben. Plus or minus some robotics.

This knowledge will be the thing that finally turns the tables and gives Ben the courage to do something he never could have done before... disobey orders.

In an effort to save the lives of the entire crew of misfits aboard the Infinity, Ben will finally put people before profits, saving the day by blowing up a very profitable looking black hole and saving the crew.

But, of course, this show is a farce, and it's nearly impossible to defeat the Hydra-like Space Corp. In the tag of this season one finale we learn Ben's efforts have accidentally given Space Corp a whole new market to conquer by opening the black hole up to another dimension!

Space Corp shares split and everyone (especially Ken) gets richer!

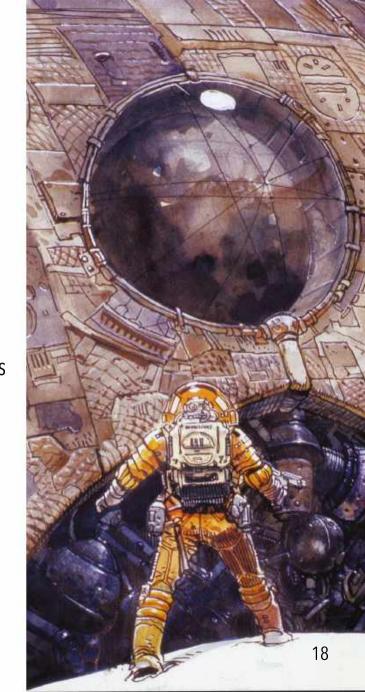




### **BEYOND SEASON ONE**

In Season Two Ben will be forced to reunite with the Bombulan Aliens from our pilot, who have slowly been taking over one star system after another, after escaping during transport back to Earth. Robots, aliens, and an entire planet made of mold will work together in an attempt to tear apart the monopoly that Ken's Space Corp holds over the entire galaxy.

This means a war for control of the universe, and wars are famously... expensive (to fight, not to film, we'll stay on budget).





### **BEYOND SPACE AND TIME**

Over the course of four to five seasons we'll be able to wrap Ben's arc completely, bringing us to the point in our story where...

Ken, in a last ditch effort, has developed the ultimate weapon. He's created something that will destroy not just matter, but also space and time... and if Ben and the Bombulans (and the Starship Inifinity) can't stop him – he is 100% willing to use it to destroy everything. Because if he can't have it, nobody should be able to.

It's a classic story structure. One that worked from ancient greek tragedies to today:

The prodigal son returns. He's a robot. He has discovered he has a soul. And he is here to kill his own father, a guy named Ken who is a thousand years old, in order to save not just this world, but every world throughout all of space and time.

But there will be plenty of other adventures along the way for the cast and crew of...

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