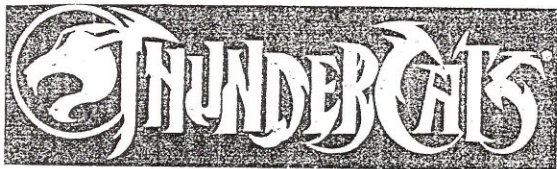


Telepictures
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A

Half-Hour

ANIMATED

Television Series

A

RANKIN/BASS PRODUCTION

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"THUNDERCATS"

A wagon train of space ships is making its way through the Universe, seeking colonization on a new planet. Their own planet, Thundera, has been doomed. (It slipped out of its orbit and began to drift closer to the sun, thereby changing its atmosphere and making it uninhabitable).

Aboard the lead ship, the commander, JAGU-R, an elderly warrior type with jaguar spots, etc., is checking astral charts on a tele-screen. Standing beside him is young lord LION-L. He is about ten years old and human-like except for his leonine mane of hair. Also in the control room are the other nobles of Thundera - CHEET-A, PANTH-R, TIGE-R, WILEY-KT - The THUNDERCATS.

JAGU-R tells them that they will be responsible for the young lord's safety as he, JAGU-R, is too old to survive a trip to a new galaxy since even in the suspension capsules the aging process continues, though much slowed down. They vow loyalty to young LION-L, smiling indulgently as the youth brashly declares himself capable of taking care of himself.

The THUNDERCATS all have specific characteristics:

CHEET-A has superspeed, so that in action she is virtually a blur.

PANTH-R is the nightfighter, possessing exceptional acrobatic ability and martial arts skills.

TIGE-R is the master of camouflage, capable of merging with any background.

WILEY-KT is mischievous and a troublemaker, unable to resist pranks, often fouling up the activities of the others who then have to pull his fat out of the fire.

For wisdom, the spirit of JAGU-R can be summoned.

Suddenly the wagon train is attacked. JAGU-R recognizes the enemy ships. They are MUTANTS from the planet Plun-Darr - MONKEYMEN, JACKALMEN, REPTILIANS, etc. Normally at war with each other as well as the Thunderians, they have joined forces for this attack. Why JAGU-R knows. They are after the "EYE OF XANTH", the source of the THUNDERCATS' power. Although it has held the MUTANTS at bay for many centuries, the MUTANTS wish to capture it for themselves before it leaves their galaxy.

JAGU-R holds the "Eye of Xanth" aloft. It is embedded in the hilt of a mighty sword. It can be looked into (or through) to see the past, the future, and the presence of danger in the present. (The "Eye" is lidded and normally closed, but opens when bidden or danger threatens).

JAGU-R shouts orders to the rest of the wagon train of space ships to form a circle which they do, but to no avail. The MUTANTS' ships are too many and too powerful for the THUNDERCAT ships; essentially freighters carrying pilgrims and their possessions to a new land. The lead ship is also hit. Seeing that the damage is irreparable, JAGU-R orders the THUNDERCATS into their suspension capsules where they will remain until JAGU-R can find a planet on which to land the damaged ship, a journey that can take centuries. (LORD LION-L's capsule is the same size as the adult THUNDERCATS, as he will be fully grown by the time the ship lands. The sword with the "Eye of Xanth" is placed at his side).

Next to LION-L's capsule is one for his nursemaid or nanny. It is somewhat like a sheepdog, but with space creature characteristics (horns, scaly feet, etc.).

Its name is SNARF and it persists in thinking of LION-L as a child even when he has become a fully grown superhero, worrying about his going out in bad weather, making him finish his food, clumsily trying to pull him out of harm's way, thereby occasionally messing him up. He can also be fierce when pressed, overcoming his natural gentleness when LION-L is in danger.

Quickly checking the astral charts JAGU-R sees that their only hope is a tiny blue planet, the third in orbit around an insignificant sun. It will have to do. The length of the journey is shown by JAGU-R growing older at the controls, his feeble, shaking finger putting the ship on automatic as he zeroes in on Earth, finally turning to dust within his costume.

The ship crashes, in the African jungle, scattering the suspension capsules containing the THUNDERCATS. LION-L's capsule bursts open and the sword goes flying out of sight. SNARF comes to first, tries to waken LION-L by nudging him, licking his face. LION-L groggily revives. SNARF gleefully nips back to his own capsule bringing back toys - space equivalents of Teddy Bears, rattles, etc. LION-L, seeing that he is now fully grown, waves them off with disdain.

LION-L sees the other capsules scattered about and recognizes the other THUNDERCATS through the transparent face plates. He is about to pry them open when the MUTANTS appear, teleported down from their space ships. They want the "EYE OF XANTH". LION-L is mystified, doesn't know what they're talking about. The MUTANTS know that it must be around somewhere, and

they now also see their chance to destroy the other THUNDERCATS while they're still asleep in their suspension capsules. As the MUTANTS set about doing this, hacking at the capsules with swords, battle-axes, etc., LION-L, in a fury, leaps forward to stop them. But there are too many of them and he is unarmed. They fling him aside, laughing.

SNARF has been rooting around in the underbush and now finds the sword. He rushes back to LION-L, nudges him with it. Without looking to see what it is, LION-L pushes him away angrily. This is no time for his stupid toys. But the "EYE" on the hilt opens, begins to glow. The spirit of JAGU-R hovers over it and his spectral voice booms out. "Pay heed, for this is the "Eye of Xanth", the source of the THUNDERCATS' power!". LION-L stares at the spirit awestruck...he seems to remember...he touches the sword tentatively...and it virtually comes alive in his hand, the "Eye" glowing fiercely. With a lion-like roar, he rushes the MUTANTS.

While battling, he touches each of the THUNDERCATS' capsules as the opportunity allows with the tip of his sword, and as the capsules fly open, the THUNDERCATS spring forth, each fighting the MUTANTS in his or her special way.

The MUTANTS now haven't a chance and, cowering, they teleport themselves back to their ships. The THUNDERCATS congratulate their young lord, who has done well his first time out. Now they must set about building their castle, "THE CAT'S LAIR", in preparation for whatever dangers await them on the new planet.

THE STORY CONTINUES:

The THUNDERCATS, having found themselves on the planet called Earth, will fight the forces of evil drawn from our existing history of the regions surrounding Africa, Egypt and Southwest Asia. Stories, concepts and sketches will be realized from the whole of MYTHOLOGY.

The MUTANTS will fall under the leadership of the evil MUMIFIED priest, MUM-RA. Allied with this sardonic presence, the MUTANTS- headed by the Reptilian S-S-S-S-SLITHE- will assume such forms of GENGHIS GHAN, MEDUSA, CIRCE as well as other legendary demonic beings.

Scripts will center on such phenomena as ATLANTIS and the SPHYNX, as examples.

The THUNDERCATS will join the lynx god MAFTET to help overthrow monster serpents and scorpions. Various mythological animals such as GRIFFINS, PHOENIX, UNICORNS and MINOTAURS will appear.

Across the continents, the MUTANTS will employ other enemy creatures including MOLE MEN, VULTURE MEN and RAT MEN to confront our heroes in their unending quest for total power.

The mystic secrets of all time and space will be called upon to aid the THUNDERCATS in their continuing struggle for a peaceful world.

