

GEORGE OF THE JUNGLE

BIBLE

R. Elliott & S. Racioppa

Draft 1 - 6/5/13

For years, explorers returning from Africa whispered stories of a man who lives in the deepest, darkest, most DANGEROUS depths of the jungle.

A man named TARZAN.

He's great. Seriously. Totally epic.

Those same explorers ALSO tell stories about another jungle hero, stories that NO ONE believes. Who would willingly put a beehive UP their nose? Who'd slam headfirst into tree after tree after tree without learning anything? Who could be THAT dumb? Who?

A man named **GEORGE OF THE JUNGLE**, that's who.

The stories all agree that George was lost as a child and raised by clean fresh-smelling apes. That he wears nothing but a loincloth - by choice. That he lives waaay high up in a treehouse but keeps forgetting that he does, and the sound of him crashing into the ground can be heard for miles. Over and over AND OVER again.

But George is more than just a face-planting vine-swinging man-ape, he's the self-styled **KING OF THE JUNGLE**. He's taken it upon himself to defend his jungle home, friends, and animals, against ALL threats.

Like any proper jungle King, George is STRONG. George is pure of HEART. And George is DUMB. Like, really dumb. Seriously - the reason he wears a loincloth is because pants are 'hard'. Thank the jungle spirits he has a few friends who can help when he needs to get dressed--

--like his bestest bud **APE** - the smartest thing in the jungle, with the possible exception of those snobby Cerebral-vines (but no one likes them). There's also **URSULA**, a stubborn jungle-warrior with a jungle-sense of hygiene. **MAGNOLIA**, a scientist who's fallen in love with the jungle, even the insects laying eggs under her skin. George's pet elephant-dog **SHEP**, and his avian pal **TOOKIE-TOOKIE**.

George needs their help because there's a whole array of EVIL VILLAINS gunning for him and his beloved wilderness. From the great hunters **TIGER TITHERAGE** and **WEEVIL PLUMTREE**, who'd love nothing more than to mount George above their fireplace, to **DOCTOR CHICAGO**, a dentist-turned-even-more-evil-dentist, to **EDWARD MADMUN**, an English aristocrat who loves fiendish schemes almost as much as high tea!

And if that's not enough, George lives in a freakin' jungle! Anyone who's ever stepped into its leafy green embrace will tell you that it's a DANGEROUS place, even for the king. There's lions, anacondas, swarms of giant bees, skat-talking man-eating plants... and that's just George's BACKYARD.

In the face of all this peril George will always try to do what's RIGHT, inevitably do something WRONG - and we'll have a whole lot of fun at his expense.

CHARACTERS

GEORGE - THE KING OF THE JUNGLE

History's full of stories of people raised by animals. Romulus and Remus were nursed by wolves and founded the Roman Empire - heard of it? Mowgli was adopted by jungle creatures and became a tiger-fighting British-empire breaking machine.

Our point is that people raised by animals, WITHOUT EXCEPTION, turn out awesome.

Except for George.

George was raised by apes and came out a little... let's say, *slow*. It's not the apes' fault. Really. They're as baffled as everyone else - they already successfully raised half a dozen doctors, two lawyers, and at least one astronaut.

I mean, George has lots of other great qualities. He is KING OF THE JUNGLE after all. He made a vow to protect his birthplace and all of its inhabitants - no matter what. George also has a huge heart. He'll do ANYTHING for his friends. He's got a great sense of humour. He has really, really nice hair (it's all those avocado trees he keeps hitting).

It's just there's some important life lessons that George can't wrap his noggin around - like not to swing into avocado trees. Or not to go after that last bit of papaya that rolled into a lion's mouth. Or, y'know, don't put leeches down your loincloth, no matter how fun it sounds.

When George is confronted with a problem, he won't just draw the wrong conclusion - he'll draw the hilariously weird one. You want to know how his brain works? Here are a few examples: a flood of insects is eating all the bananas in the jungle. George figures the only solution is to convince the bananas to MIGRATE. George keeps falling out of his treehouse? Easy - ignore gravity! Hunters chasing down the last Ook Ook bird? Hide it in a den of hungry lions to scare off the hunters. Whoops.

At his heart, George is an honest-to-goodness hero - just a tragically flawed one.

APE - HAIRY HAIRY SMART

It's a little known fact that ALL apes are named ape. The trick is in the pronunciation - something far too subtle for humans.

You see, apes are way smarter than humans assume. Humans think they're the bee's knees because they invented cars, rush hour, TV, and Facebook.

Apes KNOW they're smarter because they DIDN'T invent those things.

Ape life is simple. All you need is a stick to get termites, a stick to scratch your butt (often the same stick), and a pal to pick mites from your fur and help you find more sticks.

But Ape's no ordinary ape. He's always wanted more than just a stick. Maybe it's because he's smart even for an ape - which makes him a gazillion bajillion times smarter than George. He's read the classics - both ape AND human. He 'gets' artsy movies. He can do the NY times crossword - and can figure out a bad guy's plan almost as fast as they can come up with it!

Ape craves intellectual stimulation - but instead spends a lot of time explaining things to George, like why you shouldn't brush your teeth with lightning, or why sending piranhas after the leeches you put down your loincloth is a terrible idea.

And despite repeating these common-sense things a hundred times, Ape still won't give up on George.

Because Ape knows George is his best friend - and a good one at that. It doesn't take a triple digit IQ to see that George has a good heart and only wants to keep the jungle safe - in his own weird and usually painful way. How could Ape argue with that?

Ape's never happier than when he's working side by side with George. One, because he believes George is a good King, and two - George really, really needs the help.

But there's a price to pay for their friendship. When George came of age, the apes kicked him out - it was time for the hairless man-thing

to make his own destiny. To the surprise of his fellow apes, Ape went with George. In their eyes, Ape turned his furry back on his own furry people. Fine. Go live with the hoo-man, they said! Like HE could find a good termite stick...

So Ape still has to deal with ape issues from time to time - like those annoying simian mark-of-passage-by-eating-someone-else's-vomit rituals, but the bottom line is he's chosen friendship over the traditions of his species and almost never regrets it.

URSULA - PRO-JUNGLE PROFESSIONAL

If George was raised IN the jungle, Ursula IS the jungle.

She has the hearing of a jaguar with a whisper 2000, the dexterity of twenty gibbons on speed, the eyesight of a monocled eagle, and the body odor of someone who thinks showers are for sissies.

Born to a lost tribe (who misplaced her), she's half-feral and one-hundred percent jungle-awesome. She grew up in the trees, swam in the rivers, and chased tigers for fun.

So a pretty normal upbringing by today's standards.

Where George bridges the gap between the jungle and human worlds, Ursula doesn't believe in bridges. Or toilets. Or toothbrushes. So they often bang heads - but sometimes join forces if the threat's big or silly enough.

She's strong, competent, and full of amazing jungle powers. But also a little crazy. Mother Nature's way is HER way too - and mother nature's one cruel lady. Ursula thinks George is waaay too soft. A treehouse? Please... Why not rent a motorhome, wimp? Rescue a tourist from a man-eating snake? But then the SNAKE will be hungry.

She eats grubs and berries and bugs from her hair. Does her business behind trees. Scratches herself with her feet. Sleeps wherever she is when she gets tired.

If George is a hero to all, Ursula only roots for the jungle. That said, she's not heartless - she just needs some convincing to help anyone who's not covered in fur or leaves...

Ursula's comedy comes from how animal-like she is in all aspects - she's the REAL wild child.

MAGNOLIA - SCIENTERRIFIC!

Magnolia isn't native to the jungle - that's pretty easy to tell since she's the only character in this show with a biology degree, hasn't developed vine-swinging calluses, and has yet to name her intestinal parasites (soon!).

Magnolia's first day in the jungle was an eventful one. After parachuting into the canopy research-grant ready - she was surrounded by a pack of ferocious hyenas. Right on cue, George swung in to make the save, but he cracked off a tree and went head-first into a quicksand pit, that also happened to be on fire, dragging in Magnolia by accident.

Somehow they both made it out alive.

Magnolia found George different and refreshing - mainly because all George knows about regular non-jungle people is what the apes taught him. Which, to be honest, is pretty biased.

Ape textbooks are very simian-centric.

Magnolia came to George's kingdom to study it but stayed because she fell in love... with the jungle. You were thinking George weren't you? She likes him as a scientific-research-subject-friend...

Magnolia has a scientific mind and an insatiable curiosity - two traits which usually result in a short but exciting life. She doesn't believe in curses, or taboos, or danger, so she'll fearlessly poke her nose into the darkest taboo-parts of the jungle where angry curse-laying dangerous things live.

And her research? She's oblivious to bad ideas. Like that time she grew out her hair to disguise herself so she could live with the silverbacks. Or when she let termites encase her in a mound so she could 'feel' what it was like to be them, from the inside. Or her poisonous-frogs-of-the-jungle taste-test-challenge...

WITCH DOCTOR - 3 CURSES FOR A BUCK

It is said that he doesn't move through the jungle - the jungle moves through HIM. He can make it rain UP, and dim the sun like a ikea lamp. He hears the secrets of the jungle in the rustle of its leaves and crash of its thunderstorms. He IS a force of nature.

At least, that's the story he pays the monkeys to spread. In fact, he's a pretty normal guy. Even a mysterious magical witch-doctor needs to use the outhouse every once in a while. On a good day, he can sling a curse, talk to a tree, and diagnose a sick elephant. But it's mostly flashbangs and fireworks - the real stuff is just so exhausting!

But he doesn't work for free. What does he look like, a charity?

The Witch Doctor's a businessman at his core and he follows the money. That means on some days he'll help George, on others get in his way - all depends on who's paying!

SHEP AND TOOKIE TOOKIE - PETS.COM

George's pets - Shep's an elephant who thinks he's a faithful golden retriever and Tookie Tookie's a bird with a limited vocabulary who lets George know if there's trouble in the jungle. What else do you need to know?

THE NARRATOR - THE VOICE OF GOD

No one knows who the narrator is or why we can even hear him. Is he the voice of history? God? Buddha? Brad Pitt? Is the entire conceit of George of the Jungle a heart-wrenching examination of the human condition - and the narrator the cruel voice of fate?

Probably not.

What we do know is that his news-anchor intonation and dry wit make him a great comedic way to pull us through the story. And don't cross him - he doesn't suffer fools gladly and has a vicious streak three sibilants wide.

Sometimes characters can hear him but most of the time they can't. It all depends on what's funnier.

VILLAINS

TIGER TITHERAGE AND WEEVIL PLUMTREE - HUNTERS AT LARGE

Orion. Hemingway. Ted Nugent. Dick Cheney.

Hunters who have passed into legend. Soon, two more names will join that list: Tiger and Weevil.

This pair have travelled the planet stalking the rarest game - testing themselves against the biggest and baddest ringers for Team Mother Nature and basking in the fame and fortune they've won on the rugs of animals everywhere.

But since hunting's fallen out of fashion, Tiger and Weevil have switched over to 'acquiring' - which is just a fancy pants way of saying catch and release... They just don't do the 'release' part.

Instead of guns, they use net launchers, ridiculous traps, and all the tricks under the sun to catch George and the animals in his jungle. That *Hunter of Fortune* cover story awaits - they just need a few more big catches...

DOCTOR CHICAGO - MAD DENTAL-SCIENTIST

Doctor Chicago's furious at 'them'. Y'know, the ones who outlawed his crazy experiments. The ones who revoked his dental license after he bred an evil race of sentient incisors. The ones who chased him out of Chicago after he swapped the mayor's head for a deep dish pizza (because of one lousy parking ticket).

Since the jungle doesn't have any police, or professional dental organizations, or laws... it's the perfect place for him to continue his work - the pursuit of insane science for insane science's sake. And if a few ravenous mutants escape and terrorize the jungle, so be it!

Chicago's built a lab in a lovely cave in the west side of the jungle. If you want to find him, just follow the chilling sounds of a dentist drill whirring well into the night...

EDWARD MADMUN - WHAT WHAT!

Edward's a Victorian-style English explorer in an age where there's nothing left to explore. Thanks to satellites and GPS, every corner of the globe's been mapped and quantified...

EXCEPT for George's jungle kingdom.

Explorers disappear by the bucketload and every time someone sends a satellite over that part of the jungle, something bad happens to it. Google's recovered satellites covered in *gravy*, one riddled with spears, and in one famous example, one short-circuited with bite marks - HUMAN bite marks. They gave up - no one goes there anyway.

Donning his pith helmet and packing up his best china, Edward plunged into the heart of the jungle determined to map, quantify, and eventually CLAIM and CIVILIZE George's kingdom for the Queen... Tally ho!

THE JUNGLE

George's jungle is a crazy place - the animals and plants found here are strange, exotic, and oh my god DANGEROUS.

From vicious BADGER-BEES, to VEGAN CARNIVOROUS PLANTS who can wound with their smug superiority, and even the usual man-eating lions, equal opportunity-eating tigers, and oh-so-sassy orangutans strong enough to pull your face off.

The wilds are dotted with the overgrown ruins of a powerful and mystical civilization. A civilization that collapsed in a sorrowful cataclysm of decadence, corruption and dark magic... but now provides us with wacky temple, tunnels, and relics our characters can discover and misuse!

There's also unforgettable landmarks - like the waterfall that flows sideways, the heart of the jungle where it's always dark even at noon, and the part where dance music plays 24 hours a day and nobody can figure out where it's coming from, and more...

The jungle's a character as much as anyone in the show. George's kingdom is a crazy fun place, full of mystery and peril, and a crap-ton of outright weirdness.

TONE

Staying true to the original 1967 Jay Ward series, the two most important words will be 'wacky' and 'slapstick'. A lot of the comedy will come from George's strange and surprising reactions to the danger posed by our villains and the jungle itself.

No sarcastic humour or culture parodies - a George of the Jungle episode is a comedic action-adventure with hilarious physical and absurd laughs.

STORIES

The key to writing a great George story is coming up a wacky premise without forgetting WHO our characters are or the JUNGLE they live in.

George is the KING OF THE JUNGLE. He's almost a superhero, with a mission to protect the jungle and all of its inhabitants, his friends especially, from any threat.

This doesn't mean that we can't do smaller or weirder episodes - just that they need to be CHARACTER-SPECIFIC, CHARACTER-BASED, and fit into our JUNGLE WORLD.

If we wanted to do a episode about consumerism, we wouldn't put a mall in the jungle. Sorry. Not gonna happen. But we MIGHT have George get addicted to trading grapes with monkeys for these neat-o shiny rocks (actually polished droppings)...