

Sammy and the Kup kids

created by Arthur Barry



Storybible

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To every kid who thinks it's a drag to clean your bedroom:

How'd you like to clean up eight thousand, four hundred and twenty-seven Runaway Kups???

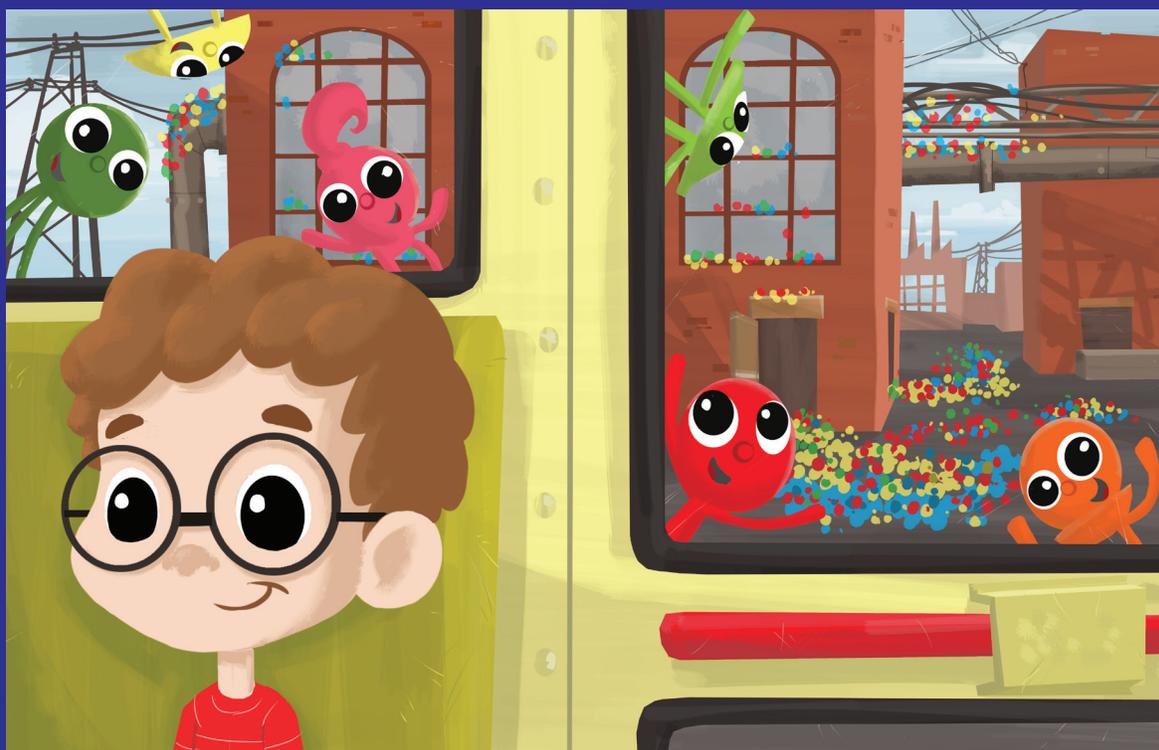


You see, Sammy accidentally let loose thousands of Runaway Kups into the past, present and future. Oh, and they've also somehow gotten into fairy tales. And comic books. And even school assemblies.

***Now, with the help of four new friends,
Sammy's gotta find a way to get them all
back...***

***Or else, ya know, something really bad might
happen to the universe and all living things...***

So wish him luck!



Sammy and the Kup Kids

Created by Arthur Barry

Developed and Written by Mark Valenti

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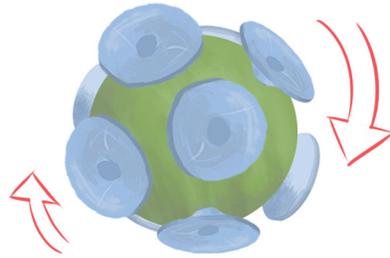


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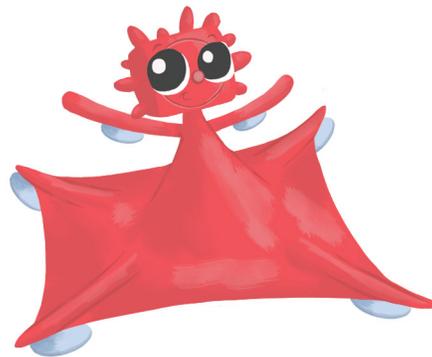
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Sammy is a clever, resourceful kid who is curious about everything – the stars, ingredients in a candy bar, what dogs are thinking about. He is relentless in quizzing his parents and teachers about every subject under the sun – and he drives them a little crazy in the process.

Sammy's parents have armed him with the most high-tech devices available so that he can look things up for himself. Sammy's school believes in hands-on learning, thus they bring them to real-world places so the kids can learn real-world facts.

How it all Begins

While on a field trip to a factory with his classmates, Sammy peppers the man guiding their tour with dozens of questions. "Who chose green for your uniform?" "Why does your uniform have stripes and not squiggles?" "Do those boots hurt your feet?"

The man deals with Sammy's questions as best he can, but it's a struggle. When Sammy spots a door that has a "TOP SECRET" sign on it, his curiosity is piqued more than ever. He asks the man endless questions about the room, who's in charge of it, what are they doing in there, etc. etc. etc.

Unable to quell his curiosity, Sammy glides through the "TOP SECRET" door.

And inside...is a world of high-tech, experimental equipment never before seen. Sammy's jaw drops as machines turn metal into rubber, farm animals are levitating and butterflies are transformed into jet-sized monsters.

This place is heaven! Sammy wanders to a machine that isn't being guarded by anyone. He steps behind a laser-like device and presses a button. The laser blasts a doorknob...and suddenly, the doorknob starts talking!

“Hey, would ya tell these guys not to grab me so hard?” the door-knob complains. Freaked out, Sammy fires the machine again and the doorknob returns to its former state.

Just then, Sammy hears someone coming. He rushes to leave but his sleeve catches on the machine. The laser goes off and blasts a nearby cardboard box!! Too busy to notice, Sammy rushes out of the room just in time to rejoin the class tour.

Inside the “TOP SECRET” room, the cardboard box starts to quiver and quake. Then it’s suddenly kicked open and hundreds of suction cups – now come to life – start making their way out of the box and out of the building!!

The door to the room opens – and PROFESSOR KAMEKO HYATA comes in and sees the chaos! Fascinated, she immediately begins dictating into her micro-recorder, describing what she considers to be an amazing experiment. “A scientific phenomenon has taken place...I may be on the verge of the most important discovery in the history of the world...I will follow these cups and bring their stories to mankind!”

The fact that Professor Hyata has fallen victim to her own inventions, and morphs into various life-forms, doesn’t slow her down at all. In fact, it’s all part of her fascination with science. Her assistant, MYRA, tries to keep up with the Professor, and usually mops up her messes.

THAT NIGHT... Sammy lies in bed, thinking about that amazing room. Suddenly, there’s a burst of light in his bedroom! Sammy looks up and sees four little creatures that stand on his chest and begin berating him about what he did.

“Do you realize how much trouble those guys can get into??” “How could you let them escape!!” “We’ve got to get them back!!”

They tell Sammy what happened – he accidentally blasted a box of suction cups with the laser, bringing them to life! The Kups (as they prefer to be called) explain that they have “borrowed” a high-tech device - called the GeoTracker - from the “TOP SECRET” building that lets them travel through time and space.

Sammy and the Kups talk it over and one thing becomes clear: Sammy must get the Runaway Kups back before something drastic happens!!

The GeoTracker will allow the group to identify times and places where the missing Kups can be found. And that can mean a Medieval Castle in Olde England or a cave in Neanderthal times or the middle of a Broadway stage in Manhattan!

Sammy knows that his curiosity has led to this situation...and he feels responsible for getting the Kups back to their rightful place. So he agrees with his four new friends – they’ll set out to find the hundreds of Kups who could be anywhere in the world – even if it takes years to track them all down!!



Geo Tracker





Sammy

Sammy is 8, and has 88 years of curiosity in his body! Why does the sky turn red at dawn? Why don't the birds sing at night? He peppers his mom and dad with questions until they can't take it any more and retreat to their bedroom or the bathroom! But Sammy is really just eager to do fun, new things. He has a Huck Finn outlook on life, meaning that the world is meant for adventure, and that's that!

Professor Kameko Hyata

is as curious about life as Sammy is – only she is more inclined to let disasters happen in the name of science – including the amazing changes her own body goes through! Fascinated by the adventures of the Kups, she occasionally stops Sammy and the Kup Kids from herding them back to the factory. She's more interested in seeing how their adventures play out than in ending their journeys.



Myra

is in awe of her boss, Professor Hyata. That means she's willing to do anything to be near her, including doing most of the hard work, allowing the Professor to think great thoughts! Myra is the ultimate devoted assistant, willing to travel to South America to find her boss's favorite coffee beans. But underneath lies the heart of a very clever scientist in her own right – and some day she'll prove it to the world!



Mom

She has a gentle touch with Sammy but her patience does wear thin. She encourages him to explore, learn, grow – and she is fully confident that he has the intellectual capacity to back up his curiosity. She's just not sure that his emotional skills are up to par. She tempers Sammy's "enthusiasm" with a dash of old-school philosophy. "Look before you leap" is a constant favorite.



Dad

Dad has a hard time understanding Sammy. When he was a boy, Dad loved sports. Period. Even now, it's all he's interested in, besides his family. Dad would love to take Sammy to baseball games, but Sammy loses interest in the score and asks questions about the mechanics of a pitching arm, the philosophy of the nine-man team and why natural grass is better than artificial turf.

Sticky

is a common sense Kup. He rarely becomes riled, and he tends to take a long view of problems. If things aren't great now, they will be in the morning. He leads the charge in helping to get the runaway Kups back home – and in that way he is the “responsible” one in the group. He sees this as his duty and he won't let anything stand in his way. As for his relationship with Sammy, Sticky considers him a friend.



Stucko

is full of emotions. Sometimes he's not in complete control, and he lets himself flare up and lose control. He also tends to make wise cracks or jokes to cover up his unease, and sometimes he makes them at the most inappropriate times. He means well, though, and would never think of hurting anyone on purpose. Stucko is a good guy.



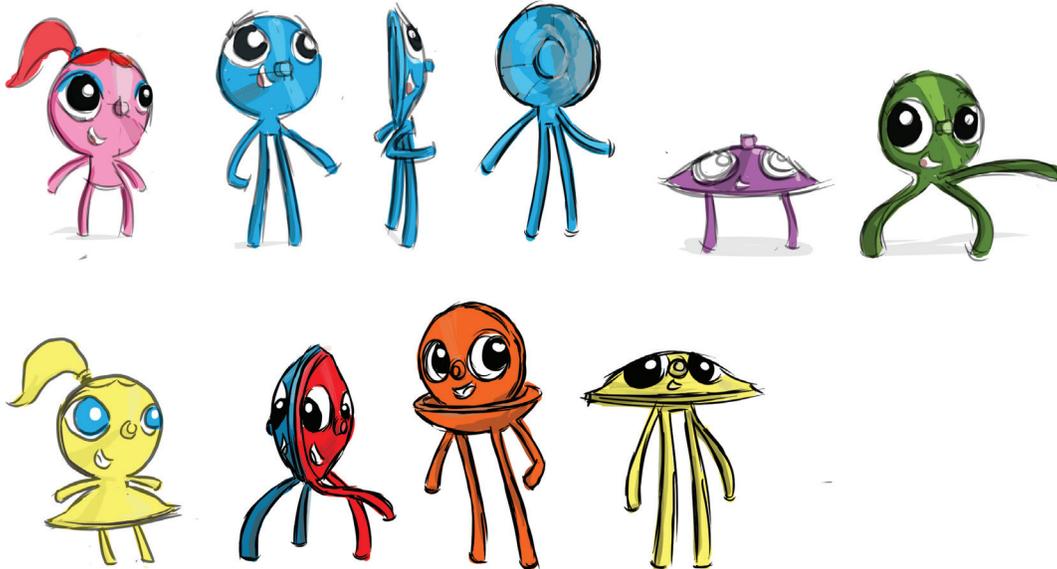
Vicki

is gorgeous and she knows it. She's also tough as nails – but hates to break one. She is very concerned about her looks, her style, her presentation. She tends to see things through the lens of “is it good for me?” But underneath her vapid exterior lies the heart of a lion. She would do anything for her friends – if necessary.



Stickle

is a true egghead. He sees everything in terms of science, math and any other discipline that completely ignores emotions. He is the Mr. Spock of the Kup world, he can reduce any joke to a mathematical equation and slang terms must be explained to him in great detail before he can understand them.



Runaway Kups

There are thousands of Runaway Kups loose in the world, throughout all of time and space. They are not mature enough to understand their predicament – they're only focused on having adventures! It's up to Sammy and the Kup Kids to round them up without causing an interplanetary meltdown!



Arthur Barry (creator)

Arthur Barry has been stuck on suction cups for 30 years. For 25 of those years he was the President and CEO of Presto Galaxy Suction Cups Inc. It was here he created, designed, marketed and distributed over 25 million suction cups per year, making him the King of Suction Cups.

Before that and presently, he has been an experienced educator who has been teaching and working with children for 10 years, ages 3 through high school, including children with special needs.



Mark Valenti (head writer)

As Head Writer (70-plus episodes) and lyricist for Nick Jr.'s *LazyTown*, Mark Valenti helped to propel that show to its #1 rating debut. He also served as Story Editor for Nickelodeon's bloc of animated shows including *Rugrats*, *Catdog*, *Hey Arnold*, and *The Wild Thornberrys*. He has created content for numerous Nickelodeon ancillary products, including computer games, books, commercials, promotional materials and song lyrics. He has also written for *Back to the Future*, *Olivia*, *Gaspard and Lisa*, *Totally Spies*, and *My Friends Tigger and Pooh*. Additionally, Valenti wrote the movies *Menno's Mind*, which debuted on Showtime, and *Like Father, Like Santa*, which aired on the ABC Family Channel. He also wrote the high school comedy, *The Devil and Danny Webster* for The Disney Channel.

Mark Valenti (cont.)

He has just completed the screenplay for the Hallmark Channel's Christmas movie for 2011, *The Christmas Pageant*, starring Melissa Gilbert and Edward Herrmann. He scripted the annual holiday special, *The Christmas Angel*, for NBC. His family/action feature film script *Planet Fred* was acquired by Dreamworks, and his family action comedy *Bob the House* was picked up by Paramount Studios. An action drama, *Pursuit*, was developed by Twentieth-Century Fox Studios.

Valenti was Creative Director for a team tasked with re-imagining Disney's California Adventures theme park in California, and also served as Creative Manager for Disney Interactive.

Prior to his writing career, Valenti was Vice President of Development for John Hughes Entertainment, during the production period of *Home Alone*, *Uncle Buck*, *Christmas Vacation*, and *Planes, Trains and Automobiles*.

Valenti began his career with a two-year stint as a Production Associate at Steven Spielberg's Amblin Entertainment, followed by several years as Script Analyst for Ron Howard, Oprah Winfrey and Sydney Pollack's production companies.



Robert Bandel

Robert Bandel is a designer and storyboard artist with 12 years experience in the animation industry. He has worked on *Courage the Cowardly Dog*, *Teenage Mutant Ninja Turtles*, *Robotomy*, *Team Umizoomi*, and *Bubble Guppies*. He works and lives in the NY city area.

A Few Sample Episodes

“Kups on the Range” - Sammy and the Kup Kids find themselves traveling back in time to the Old West, where a Runaway Kup has joined the infamous Jesse James gang of outlaws. The errant Kup is enjoying the life of a carefree desperado. But in an effort to prove his bravery to Jesse James, the Kup tries to rustle some cows on a cattle drive...And the resulting stampede threatens to derail the completion of the Transcontinental Railroad! Sammy and the Kup Kids must corral the Kup before the Kup kayos the caboose!

“If You Build It, They Will Kup” – A Runaway Kup lands in ancient Egypt and creates havoc by making a mess of the architectural plans for the Great Pyramid. That means that when the Pyramid is finally completed, it will fall over on its side! Sammy and the Kup Kids must sneak into the secret chamber of the Pharaoh and replace the wrong plans with the right ones. But they have to figure out a way to get past the Egyptian bloodhound dogs that Pharaoh always has by his side...

“Three Little Pigs...and a Kup” – A Runaway Kup lands in Fairy Tale Land and inserts herself into the story of the three little pigs. Being helpful, she tries to assist the Wolf in his quest to “befriend” the little pigs...creating a much greater problem! Sammy must distract the Kup long enough for the Pigs to build their three houses, managing to stay one step ahead of a very hungry wolf!

“An Apple a Day Keeps the Kups Away” – Johnny Appleseed is on his famous journey across the land to plant apple trees everywhere he goes. A Runaway Kup wants to pitch in and help, but spills the seeds. Thinking quickly, the Kup replaces the apple

seeds...with stinkweed seeds! Sammy and the Kup Kids have to do a lot of digging to keep up with the trail of smelly seeds that Johnny keeps planting!

“Kup the Cave Man” – Nothing less than the invention of fire is at stake. A Runaway Kup enjoys the grunting and hunting of life as a cave-Kup. But when a clever caveman comes close to discovering fire, the Runaway Kup keeps throwing water on the flame. Why? He’s afraid of fire! Sammy and the Kup Kids have to step in and allow this most important discovery to take place – even if it means sneaking past a herd of sleeping saber-toothed tigers to do it!



The World



We'll be traveling the globe in our search for the runaway Kups. Here are some of the places and times we'll be visiting:

- Medieval Times during a jousting tournament
- Prehistoric times during a Cavemen battle
- Roman times during a toga party
- Olde England to visit knights in shining armor
- Civil War era to meet a drummer boy
- Ancient Chinese times during the Great Wall building
- India and the origins of meditation
- Egyptian pyramids
- Antarctic exploration
- Swiss mountain climbing
- Deep sea diving
- Parisian artist studio in the 1800's
- Sherlock Holmes era
- Old West
- African jungle
- The Wright Brothers
- The California gold rush
- The first Japanese martial arts warriors
- Russian royalty during the time of Rasputin
- Ali Baba and the 40 thieves
- Michaelangelo's search for the perfect model
- Johnny Appleseed's journey across the nation

Sammy and the Kup Kids

Created by Arthur Barry



Motto: Know who you are, then grow who you are!

MISSION STATEMENT: Our show will serve as a vehicle to help kids recognize, understand, express and regulate their emotions, leading to deeper qualities – sympathy, caring, resilience, self-esteem, and learning to rise to life’s challenges. We’ll inspire kids to be curious about the world, and we’ll demonstrate the importance of taking responsibility for one’s actions.

CURRICULUM SUMMARY

Sammy and the Kup Kids will help kids understand, express and regulate their feelings by observing and interacting with the relationship between Sammy and the various Kups. The characters will model the process by which kids have experiences, react to them, and learn from them. Kids will learn to be aware of their feelings, they will come to understand by name the emotions they are experiencing, and they will learn how to deal with those feelings in an age-appropriate and socially appropriate way.

PLAY-ALONG ELEMENT

Sammy interacts with each Kup Kid on a different level, and the viewers at home will be actively engaged in their exchanges, giving them a chance to answer rhetorical questions (“I wonder where that laser beam is coming from?”).

Sticky's emotional core is more like that of an average kid. He's rational, calm but determined. Therefore Sammy's conversations with him are more or less peer-to-peer. Viewers will follow their logic and make assumptions and guesses based on what these two characters say to each other.

Stucko is a court jester with a snappy comeback. So the audience will be invited to make their own answers to some of his silly riddles and puzzles. ("Name a city without any people: Electricity!").

Stuckup's primary emotional core is self-interest, and therefore the kids at home will relate to her on a personal level. Our viewers' age range falls well within the self-involved stage, and Stuckup's occasional snits and fits will be quite familiar to a good portion of our audience.

Stickle, being the "brains" of our foursome, will pose questions and theories, which the audience at home will have time to consider before the story proceeds. ("I wonder why the ice shelf is melting?")



KEY ATTRIBUTES

- Comedy/Adventure
- A song in each episode that focuses on a specific emotion and/or a defined goal.
- Cool gadgets.
- Kids will learn the relationship between various emotions, the words to describe them, and the physical feelings they create within their bodies.



KID APPEAL

- Sammy and the Kup Kids features a mentor relationship between an older kid character and a younger one (Stucko).
- Adventures: The world will become a gigantic playground for Sammy and the Kup Kids. They'll have adventures that no other kid has ever had.
- Relatable characters: Kids will see themselves in Sammy and the Kup Kids because their adventures mirror the activities and feelings of real-life kids.
- Unique locations: Our show brings kids places they could never go in real life: the top of the Empire State Building, the nose of the Statue of Liberty, etc.
- The show will also bring them to everyday, ordinary places like schools, houses and stores – but we'll see these places from the point of view of a living, breathing suction cups!
- Play along: Kids will have the chance to help the characters identify their feelings at various story points.

FORMAT

At every show's beginning, starts his day in the presence of his family, in his own home environment. He and his parents will talk about what's coming up that day: – a visit to the dentist, going swimming, having a play day with friends, etc.

But then...the Kup Kids show up, sometimes at just the *wrong* time – and they pull Sammy into yet another adventure! These adventures can send Sammy to ancient Egypt or to a Tibetan cave – there are no limits to the locales and story lines we can tell.

At the end of every show, Sammy's back at home with his family, playing games, watching TV, just hanging out and relaxing. He never quite explains to his parents where he's been...but he makes veiled references to learning quite a bit about the world. He can't really reveal everything – that's just a secret between us and him!

