

LET THE ADVENTURE BEGIN!

Inventor hamster Ziggy, his courageous sister flying squirrel Ruby, superstrong dog Roy and superfast cat Sol are the coolest superhero team in the whole universe! They study in the Star Academy, help dwellers of other planets when they get in trouble and protect the galaxy from the sinister and mysterious Iron Harpy!













The series is peppered with space adventures, blazing rockets, practical jokes, superpowers, and battles fraught with danger. And throughout it all, our jovial team learn an important lesson: Work as a team, because each member is a valuable and indispensable hero.

And our audience will discover: Being a true superhero does not mean having superpowers. It's enough to be kind, brave and take care of your friends and the world around you.









ZIGGY

A wild, hyperactive, comic-reading, superhero-adoring hamster! Yes, he's an interstellar nerd boy. Ziggy wants to become the greatest superhero in the galaxy. His head is jammed with fierce imagination and heroic situations – so much so that he's often out of touch with reality. Full of vigor, Ziggy can pitch a dozen ideas in any situation – most of which are absurdly insane.







On the good side, his fertile mind can assemble just about anything out of just about anything. And an inventor is just what his team needs. Like the time he added a toaster to an electric blanket so everyone could 'pop out of bed.' The resourceful hamster wishes his real-life adventures were as good as Yango's (a superhero shark from his favorite comic strip) – even though Ziggy's are actually doozies! Our infantile hamster has attention deficit, so he's absent-minded and his words get ahead of his thoughts. If he gets bored, he immediately switches to something interesting... usually eating nuts.

Ziggy often disagrees with his sister (who's more thoughtful and calm), and the two have different opinions most of the time. Deep down Ziggy knows his sister is right, but as a rule, his curiosity gets the better of him, so Ziggy still goes ahead and does things his way – hoping to prove he's right. At the same time, Ziggy is a very faithful friend, and if his pals are in trouble – he'll do anything possible (and even impossible!) to help them.











RUBY

Ruby is a no-nonsense space cadet. She is a starship pilot, a perfectionist, a textbook student... and Ziggy's older sister. Besides holding the team together, she is the voice of reason – holding back Ziggy's overenthusiasm.

This flying squirrel's dream is to join the Space Defender squad; her conflict is choosing between the Academy rulebook and her heart. You see, Ziggy has heightened empathy, so she's uber sensitive to others' problems. And feelings often lead to mistakes – something she's afraid of. Pushing boundaries and testing limits is very uncomfortable for her.

Nonetheless, Ruby is an idealist. She loves helping folks, and her great joy is steering the starship to worlds unknown!

















SOL

Sol was just a regular cat on Earth until the fateful day he was accidentally bestowed with superpowers. In fact, out of the Star Academy, only Sol and Roy have superpowers. The cat was given super-speed!... Wait, a speedy cat? Usually, felines are unhurried and lazy. But Sol can turn on his boosters when he needs to. He's been known to flip on a light switch, race to the back of the room, and start napping before the light illuminates.

Sol likes his new life and the attention it brings. His sharp mind lets him quickly grasp new concepts, which often helps him in his missions. When it comes to slow moving world around him, the selfish feline often grows impatient. Sly Sol considers himself smarter than others, and (thanks to his superspeed) he actually thinks he's best of all. But reality oftentimes reminds him, that he overestimates his abilities, and that he still needs to learn a lot.







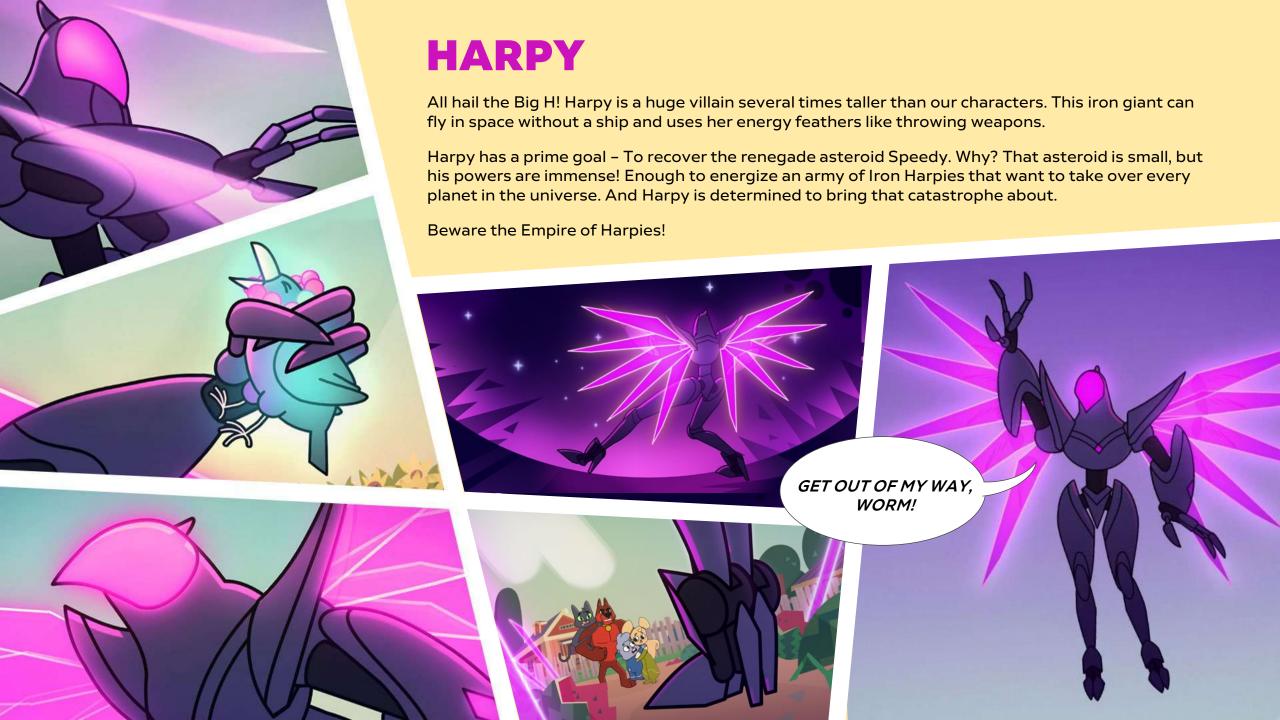
ROY

Chronologically, Roy is older than Ruby... but since he's a canine, he responds to events like a puppy. A naive Earth dog, Roy doesn't understand how to react to things and can't always control his emotions. So, don't throw an object near him, cuz he'll chase it like a ball!

On the flip side, Roy is loyal, kind, and ready to help anyone anytime. Add to that his incredible super-strength (received from Speedy, a small asteroid), and you've got a loveable mighty mutt!

Homeless Roy had a fairly miserable life on Earth, but now that he can walk and talk, he's jazzed about meeting new friends and becoming a serious defender hero. Problem is, he's a cute fido and can get ever so happy when scratched behind the ear.









SPEEDY

Speedy is an energy essence, though you'd call him a little asteroid with eyes! As an astronomical toddler, he's a bit afraid of everything... especially Harpy. But he sees our team as his friends and wants to play with them.

Small Speedy was once the power core of the Harpies' Black Planet. However, he escaped and is now (like a newborn) learning about the galaxy and figuring his place in it. He can't tell the good from the bad yet, thus, he doesn't realize, what consequences his actions might have. Think of playing tag with a nuclear bomb!







OTHER CHARACTERS



SNEAKY

An underhanded chameleon alien who is Ziggy's and Ruby's main rival. "I want to be the best cadet here!"

TOLLY

Sneaky's perpetual yes-man and follower. He's an elephant-like follower, clumsy as a giant slug, and naive as a daisy.

SHEKAISER

The wise, by-the-book principal of the Star Academy. She's a strict tyrannosaur who sees great potential in her star student, Ruby.

IVAN

Like his name says, he's part of the Intergalactic Virtual Advisor Network. The most perfect computer in the galaxy! He oversees all the operations aboard the Star Academy... and is also an advanced digital smart-ass.



THE WORLD OF THE SHOW





STAR ACADEMY

The Academy is a huge space station, consisting of classroom modules, linked by high-tech hallways. Student cadets from toddler to college grad attend enriching curricula here.

BLACK PLANET

The Iron Harpies' secret home. When its energy core (Speedy) was removed, the Black Planet turned into a deserted place covered in black rocks, and the Harpies themselves turned into stones.

PLUME

The primitive planet that Ruby's team is responsible for. It is populated by two simple tribes – the forest Kloks and the mountain Gords. Both are naive and frequently irresponsible.

BARBAR

A planet in the early stages of development. It's covered in jungle and populated by barbarukes – belligerent tribes with big protruding noses.







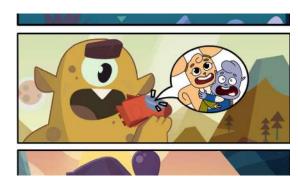
GRAPHIC STYLE

Based on a comic book, Zig's space rangers features a number of comic book graphic elements like illustrated panels. The screen is divided into frames, plus word balloons and loud effects are important style elements. Even fantasies and flashbacks can be depicted as static illustrations, like comic book images.

















STORY STRUCTURE

This series is 'horizontal' in nature, meaning there is a linear direction to the overall story arc. This way we treat our youthful audience like grownups, allowing them to binge watch the episodes. And yet, the series is also 'vertical' which means the viewer doesn't have to see every episode in order to enjoy the action and the comedy.

The story telling is classic in structure: Focal character, main goal, big plan, fascinating obstacles, and a slam-bang finale. Everything one looks for in an animated program.



STORY SAMPLES

BIG BANG

Two homeless Earth pets (Roy and Sol) are accidentally given super-powers by the wayward Speedy asteroid. When Harpy tries to capture all three of them, Space Cadets (Ruby & Ziggy) rescue the cat and dog – while Speedy escapes!

STAR ACADEMY

Roy and Sol freak out when they realize they're stuck in a Star Academy! They try to escape a large, foreboding shape – but it simply turns out to be the school Principal. She assigns the two Earth pets to Ziggy and Ruby as a team.

HARD LESSONS

Ziggy, Ruby, Roy, and Sol are ordered to pass an Academy test – but the two student bullies (Sneaky & Tolly) rig the computer to make them fail!

ROY'S JUSTICE

The team flies to the planet Plume to solve a plumangostealing mystery. Roy is baffled. Is there a new superpower at work on the planet?









STORY SAMPLES









HALL OF HORROR

The best way for the team to improve their Academy score is to face their personal fears in the Hall of Horror. Each of them succeeds – even cheerleader Ruby.

SPACE PETS

Next test: Introduce a new species to the Plume Planet. But the new pets are extremely difficult to control (thanks to Sneaky & Tolly). However, the Zig's space rangers finally succeed and are congratulated back at Star Academy.

POWER TO ZIG'S SPACE RANGERS

Ruby and Sneaky vie for the leadership position of "Substitute Principal." After numerous conflicts and mishaps, neither girl gets the popular vote. Rather, Tolly does – for fixing all the damage that was done.

SOL VERSUS ROY

The inhabitants of Planet Plume are fighting over the ownership of a fruit tree. Sol and Roy try to make peace, but they actually escalate the conflict! Gosh, could 'sharing' be the answer?

LET'S BRING THIS IN FOR A LANDING!

Through adventures and humor, we follow the exploits of the Zig's space rangers. Yes, they are young and a bit scatter-brained, but their hearts are in the right place. Whether their foe is tiny or gigantic, this intrepid team utilizes its strengths and friendships to conquer all.

It's a show that teaches, enlightens, and entertains!







