

THE SKINNER BOYS GUARDIANS OF THE LOST SECRETS

52 X 22'



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IT'S SKINNER TIME!

SEASONS 1 & 2

Key Parameters

Title: The Skinner Boys

Format: 52 x 22'

Genre/Subgenre:
Junior/Animation

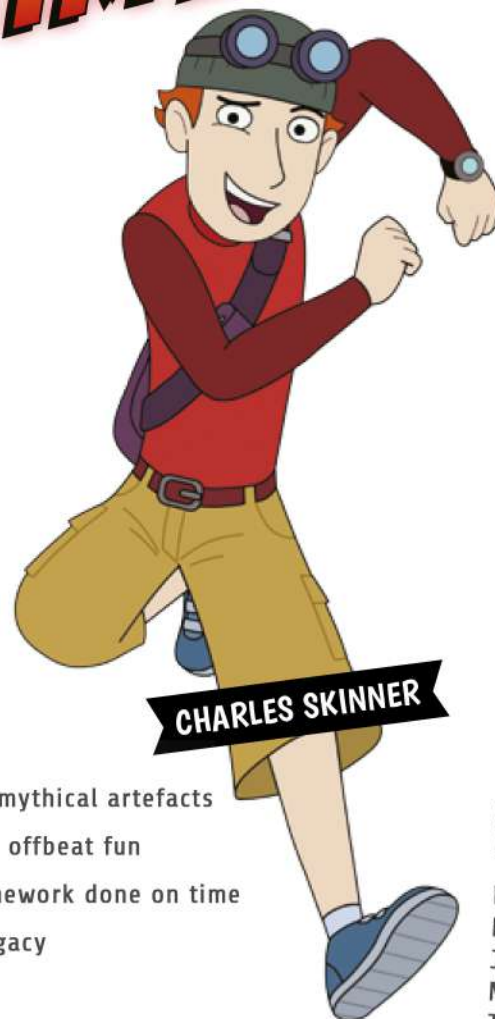
Target Audience: 6-10 years

Focus: Comedy, Action, Family,
Adventure, Drama, Goofball,
Gross, Exiting, Thrilling

Logline: The Skinner Boys -
Guardians of the Lost Secrets

USPs

1. Family teamwork
2. protecting supernatural creatures and mythical artefacts
3. Freestyle missions, teenage antica and offbeat fun
4. Saving the world and getting your homework done on time
5. Ordinary kids with an extraordinary legacy
6. Adventurers in a supernatural world



CHARLES SKINNER



EDWARD SKINNER

Credits

Executive Producers:
Suzanne Ryan, Paul Cummins

Executive Producers - SRTL:
Karen Mitrega, Katrin Eggin

Executive Producers - Nine Network:
Jo Rooney, Andy Ryan

Executive Producer - ZDF Studios
Arne Iohmann

Producers:
Suzanne Ryan,
Yasmin Jones,
Siobhán Ní Ghadhra

Co-Producers:
Telegael, SRTL,
Channel Nine
ZDF Studios

Created by: Steve Lyons

Series Director:
Pablo de la Torre, Eugene Linkov

Creative Director: Jo Boag

Script Producer:
Melanie Alexander

Writers: David Witt,
Rachel Spratt, David Evans,
Jane Schneider, Ritchie Conroy,
Mark Hodgkinson, Pete Reeves,
John Derevlaney, Brendan Luno



HENRY SKINNER



TARA SKINNER



It's Skinner time!

World explorer Augustus Skinner left his 4 grandkids a big surprise... the Skinner kids are now Guardians of the Lost Secrets... a collection of artefacts across the world that possess freaky powers, and **crazy creatures that nobody ever believed really existed.**



As international adventurers, artefact hunters and secret guardians – these teens must live their lives protecting The Lost Secrets against those who would corrupt their powers and endanger the planet.

This is the flipped-out, fun and freakish world of the Skinners. (And it all results in loads of freestyle missions, teenage antics and offbeat fun.)

Being teens, these kids have a secret weapon – their youth! Nobody would ever guess that four kids would be capable of outsmarting the powerful Shadowy League and protecting the world.

WITH **52 MISSIONS** BEHIND THEM
THESE **GUARDIANS** ARE UP FOR **ANYTHING!**

THE SKINNER FAMILY

The Skinner grandkids are four quirky individuals, but they do have a lot in common: bucket loads of teenage audacity; a 'fly by the seat of your pants' attitude and a great sense of humour.

HENRY SKINNER



TARA SKINNER



CHARLES SKINNER



EDWARD SKINNER



For Charles that might mean inventing a gadget to do the job for him, Tara would take a Zen approach, Henry would be chilled until he brought out his kick-butt karate moves and Edward might just crack a joke.

Tara and her three male cousins' toughest job is often working each other out... like why does Edward always lose his pants at the worst possible moment, why does Henry never ever have a hair out of place, and how does Tara – the 'girl of mystic oogy-woogy' – have such crazy cryptic visions? Is she an artefact as well?





TARA SKINNER GIRL OF MYSTIC OOGY-WOOGY (13-YEARS-OLD)

Before becoming a Guardian, Tara lived in a monastery in Tibet, where she honed her mystic powers. Now, Tara's powers are so strong Charles often wonders if he can use them to charge his laptop. She's able to alert the Guardians to disturbances in the world due to meddling with the artefacts. This information comes mostly as visions that zone her right out, and can strike at any time. That time is usually the worst possible time. Piecing them together is always a challenge – as Tara is still fine-tuning her powers, her information is often cryptic or incomplete. Tara can also 'feel the spirit' of living things.



She wears an amulet around her neck, which glows when she's in touch with the supernatural. It's a clue for the boys as to why she might be acting so weird. Well, weirder than normal.




Tara uses fast thinking and clever maneuvers to outsmart villains... and her cousins when needed. **And thanks to her visions, Tara often comes to the Skinners' rescue when all seems lost.**




Charles is the oldest Guardian. He is the thinker and planner of the group, and considers himself way more responsible. The others have been known to use the word 'bossy.' He has a high level of intelligence mixed with a fascination for the bizarre and a love of things that go BOOM! This has led to him becoming a master of inventions, each of which he gives its own quirky name.



CHARLES SKINNER
RAD INVENTOR
(14-YEARS-OLD)



Ever since they moved into the mansion and Charles discovered his Grandfather's workshop, he's dedicated himself to creating hi-tech specialized equipment for upcoming missions... like Robotic Fish that can be a secret eye beneath the sea or a Vernaculator with which he can translate any language in the world, but mostly just sounds like he has indigestion. He carries a backpack full of these handy gadgets on missions.



Charles also made an electronic copy of Grandpa Skinner's Journal, which they take on missions, and is full of clues and advice. That's if he can get reception, which can be a big ask in the Amazonian Jungle or on the tip of Mount Everest.

Henry is the middle brother. He's by far the most laid back of them all... so laid back that he can sleep through almost anything. He's a pretty cool customer, but a cool head is often what's needed in extreme situations.



**HENRY SKINNER
STYLE DUDE
(12-YEARS-OLD)**



Unsuspecting villains are often fooled by Henry's laid-back attitude but don't cross him - he's strong, fast and deadly - highly skilled in free form fighting, executing physical stunts that he makes up on the spot. And they sometimes come off. Just when all seems lost Henry will leap into action, do a triple back flip onto a monster's back, hold its nose till it gasps for air, grab a precious artefact from its jaws and save the day. All without getting a hair out of place. Dude!

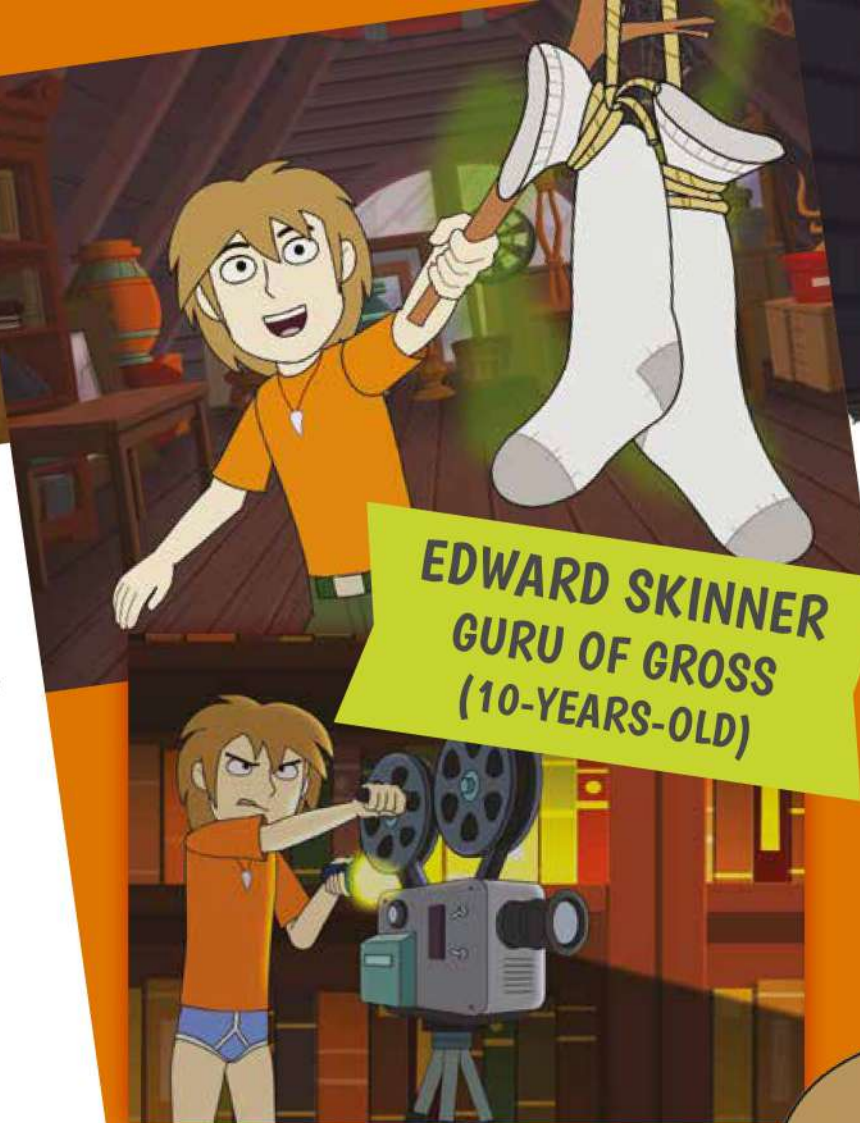


Despite being a lean, mean fighting machine, Henry is a kind, sensitive kid and a nature lover.



Edward is the youngest Skinner. He's the class clown, quick to crack a funny, and inappropriate joke! He is the show's comic relief and has crazy ideas for pranks, which he orchestrates flawlessly.

Edward prefers physical solutions in a tight spot. His philosophy is that if he can see it or touch it... then he can always distract it with a **'No-Pants-Dance'**. While his methods are hit and miss, you never know when one of his crazy stunts will save the day.



**EDWARD SKINNER
GURU OF GROSS
(10-YEARS-OLD)**

His family regards Edward as the **'Guru of Gross'**. He eats spaghetti by snorting it up his nose and thanks to his love of **'Bacon n Beans'**, to belch and fart on cue or off. Really, really off! And don't get too close to his socks, which Henry believes to be actually alive.



**NEVILLE
MONGOOSE OF
AWESOMENESS**

Edward has a pet mongoose called Neville who he sneaks along on missions and who has saved them more than once. Edward calls Neville his best friend, though Charles prefers to refer to him as an annoying fuzzball that doesn't know the difference between one of his slippers and a toilet!





GRANDPA SKINNER THE ORIGINAL GUARDIAN

Before he died and left his mansion and the Guardianship to his family, **Augustus Skinner** was the original international adventurer, artefact hunter, archaeologist and the original Guardian of Lost Secrets. He is legendary in all he did, and is known in the secret world for his great deeds in protecting artefacts. Each of the grandkids has inherited some of his qualities. Tara inherited his ability to have mystic visions, Charles his genius for inventions, Henry his great hair and Edward his unfortunate habit of losing his shorts.



GRANDPA SKINNER'S JOURNAL

Grandpa made sure to keep careful notes about all his missions in a journal. This journal is now a valuable tool for the new Guardians. He detailed descriptions of every artefact and lost creature in the collection, including its powers, its last known location and its history. This included sketches of extraordinary beasts and artefacts, whether they were friend or foe... and how to return them.

Most importantly he jotted down as much information as he could about the legends that go hand in hand with

each artefact, be it the **Chimes of Change** or the **Hand of Oblivion**. These legends are the key to succeeding in many a mission for the Skinners, and saving the day. The new Guardians are continuing Grandpa's good work by completing pages he begun with new information, as they did with the **Enchanted Piano**. They make new entries when they uncover a new artefact like **The Wishing Band** or when another legendary creature is saved, such as the **Bluebird of Happiness**.





JULIA SKINNER MISSION CONTROL



As the daughter of Augustus Skinner, Julia knows all about the Guardianship because she grew up adventuring to the four corners of the globe with her dad.

When Grandpa Skinner left the Guardianship to his grandkids, Julia realized that her boys and Tara, ready or not, must heed the call to action. It was a role Grandpa Skinner had secretly been training them for all their lives... hence the weird birthday presents, like books on “Mythical Beasts of The Mayan Jungle” or “How To Tight-rope Walk in 30 Days”.

As well as a busy Mum and Aunt, **Julia is now ‘mission control’ at Skinner Mansion**, where she provides support for each crazy adventure, including back-up research, motherly advice, encouragement and an endless supply of breakfast cereal.





WELLINGTON MASTER OF DISGUISE



Wellington appears at first glance to be the “loyal butler” – but he is actually much more than the hired help. In his sixty-three years of life, Wellington has had an amazing variety of experiences, ranging from a stint as a Red Beret, to a Formula One racing car driver, to a circus trapeze artist.

Don’t be fooled by his docile appearance – Wellington is full of surprises. He’s a master of many forms of martial arts, is proficient on many languages, including Yeti, and is a master of disguise.

Wellington shares an interest in inventing with Charles, and it’s his ingenious methods of transport that get them all from A to B... **always in a unique and exciting way.**



THE VILLAINS



The Shadowy League – The world's most sinister bunch of never, ever outsmart the Skinners. These goof-ball losers are way too busy being vain, stupid and greedy to see what's in front of their own noses.

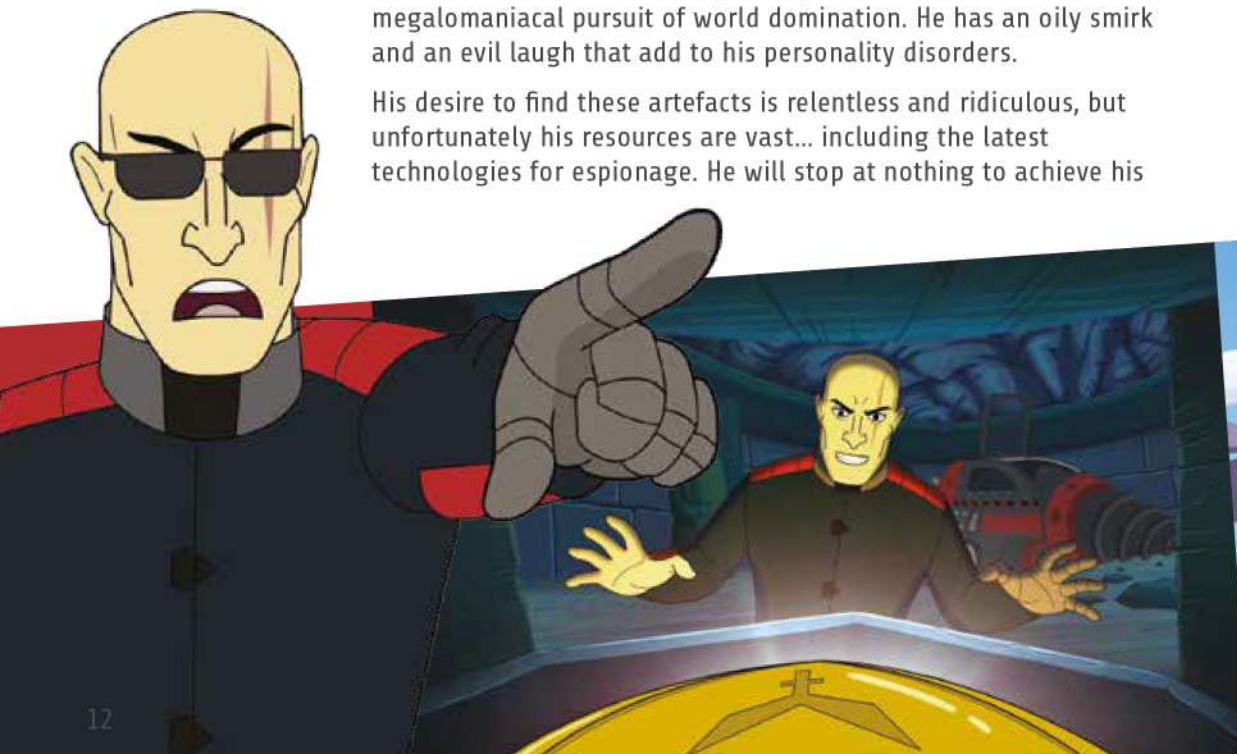


OBSIDIAN STONE – the omega leader of the Shadowy League. This power-hungry man is obsessed with possessing every single one of the artefacts and using their powers to achieve his megalomaniacal pursuit of world domination. He has an oily smirk and an evil laugh that add to his personality disorders.

His desire to find these artefacts is relentless and ridiculous, but unfortunately his resources are vast... including the latest technologies for espionage. He will stop at nothing to achieve his

greedy goals. He has been known to descend in a zephyr with an 'artefact magnet' to literally suck all the artefacts from the Mansion. But unfortunately for him that night was Halloween, and Tara got turned into a dragon and set fire to his zephyr with her dragon breath.

Though he is the main threat to the Skinners, when needed, he has a cadre of half-witted henchmen, which cause him more grief than good:



HIC THE CHAMELEON – This ludicrous lunthead is a sneaky infiltrator who wears a holographic body suit that enables him to blend into any environment. He uses his covert abilities to follow a surveillance target without them knowing he is there. Except the flaw in his methods is that he has a constant case of the hiccups, which alert those he is spying on to his presence immediately.

Hapless Hic is the comic relief of every single scene he's in. His hiccups are the bane of his life, not to mention annoying every living creature in hearing distance.



VANDAL THE VIRUS – A high tech computer whiz, who is as brilliant as he is nasty. He is Stone's right-hand man, though he has ambitions to lead. Unfortunately for him he's so focused on his technology he often misses what is really right under his nose... like the Skinners.

This gullible geek had the Skinners hypnotized by the beat of **The Drums of Doom**, and they almost walked into a volcano while he transmitted the hypnotic beat to the world via their computers. Too bad a tribe of mini-warriors was alerted to his half-baked scheme and used their tribal drums to 'mess with the beat' and foil his greedy grab for power.



THE BLOCK TOPPER – Is a huge man who wears indestructible black body armour that resembles a tuxedo, complete with a tall stainless steel top hat. His weakness, however, is that he is ludicrously vain and comically stupid. He's so stupid he asks everyone to be quiet when his foot's gone to sleep. Which is why he's a perfect fit for The Shadowy League. The Skinners soon discover this and use his stupidity to their advantage; like the time they diverted his powerful tunneling machine, designed to rob bank vaults across London, directly to the Police Station. The Block Topper is living proof of the old adage. 'The bigger they are...'



THE LOST SECRETS

The Lost Secrets are a collection of powerful artefacts across the world – and strange mythological creatures that nobody ever believed really existed – because they actually sound quite ridiculous.

These artefacts are kept where they are most safe: some on remote mountain peaks in Tibet, others buried in the ocean or deep in the Earth's core. Many others are hidden in plain sight inside the Skinner Mansion, where they sometimes get activated by accident. Way too often actually. Like the **Salt Shaker of Awesomeness** which is hidden in the kitchen cabinet, and the **Claw of the Werewolf** which looks like an ornament. And did anyone see that **Yeti** statue in the hallway blink?

Some of the most powerful artefacts include:

The Chimes of Change, which can cause a body swap between humans.

The Globe of Galileo, a Stargazing Globe which transports the owner through time and space.

The Puppet Master Gloves can bring puppets to life and transform people into puppets.

The Jeweled Skull of Acalan that brings the dead back to life.

The Seven Drums of Doom, which in the wrong hands, can control the world by broadcasting their hypnotic beat.



The Guardians also encounter living artefacts, ancient legendary creatures that have remained in mythology only. Until they need the Skinners' help:

The **Loch Ness Monster**, whom the Guardians saved when she was trapped outside her loch.

A **Himalayan Yeti**, who becomes their firm friend.

The **Bluebird of Happiness**: a living, shape-shifting artefact, which has the power to bring great happiness.

The **Frog of Fertility**, which on a full moon, multiplies anything that touches it over and over again.



In protecting these valuable artefacts, the unsuspecting foursome find themselves meeting fantastical crypto-zoological creeps that lurk in these dark corners of the world... such as:



Skelevores - snake-like skeleton creatures that morph from jungle vines, with razor-sharp talons and incredibly bad breath;

Piranha Man, Shark Man and Squidface - sea creatures that become half human with the help of the Eye of the Squid;

The **Swampies**, zombie-like creatures that live in the swamps and make Tara their Queen; the **mutant hairmen** that live in the sewers below London; the **ghosts of Cleopatra, Genghis Kahn and Julius Ceasar** who invade the Mansion wreaking havoc.



THE DRAGON'S BREATH

On Halloween, Tara dresses in an old cape she finds in the attic. What everyone at the Skinner Mansion soon learns is it's actually an artefact, which gradually turns Tara into a real, fire-breathing dragon.

EYE OF THE GOLDEN SNAKE

The Skinners are shrunk to centimetres tall by the power of the 'Eye of the Golden Snake'. To catch the thief of this ancient Chinese artefact and restore themselves to their original size, they ride Edward's pet mongoose, Neville, through a speeding train in China, and must fight a sea of slithering snakes.

THE CRYSTAL OF CREATION

When Edward and Henry use one of Grandpa's artefacts, the Crystal of Creation, to create tiny insect monsters to duel each other, one of the creatures grows humongo-normous and turns nasty.

FESTIVAL OF THE ANCESTORS

When the Jeweled Skull of Acalan is removed from its resting place in an ancient temple, it starts to bring the dead back to life. These skeletons start to assume the bodies of the living, so our heroes have to return the skull before the skeletons assume their bodies, too.

GRANDPA SKINNER'S JOURNAL

The Skinner's arch-rival, Obsidian Stone, sneaks into the Skinner mansion with Pygmalion's Chisel, an artefact that can make pictures become real objects. All seems lost when he sets about materializing all the artefacts in Grandpa's journal for his own use.

NOTHING TO FEAR (BUT FEAR ITSELF)

A mysterious thief has disturbed the ancient and mystical Matenga Urn. This in turn has awakened the Skelevore monsters that protect it - and the fireflies that are within it - which magnify the fear of anyone who holds the Urn.



THE BODY CLOCK OF TINGRI-LA

Edward uses the Body Clock to age himself from 9 to 19, so he can attend a concert given by teen idol Cleo Dove – but this changes all the kids' ages and unleashes the Guardian of the Clock, a yeti statue who comes to life, who chases Wellington and Mum Skinner all over.

SNAKES ALIVE

When Hic the Chameleon steals the Snake Stick – an artefact with the power to turn sticks to snakes and snakes to sticks – the Skinners head into the heart of an African jungle to find it. While Henry and Edward defend a village from a swarm of venomous snakes, Charles is forced to face his phobia of the slithery beasts.

THE CLAW OF THE WEREWOLF

Tara is having a full-moon campfire party and during a 'prank off' with the boys, Henry is accidentally scratched with a powerful claw artefact that turns him into a werewolf. At least he still has stylish hair.



YES, EDWARD, PIXIES ARE REAL

Evil Obsidian Stone uses a set of magical scissors – yes scissors – to cut through the thinly veiled curtain to the unseen, magical world where he steals a unicorn with the power to make dreams come true.

THE HAND OF OBLIVION

The Hand of Oblivion is a dangerous artefact that has the power to erase the existence of anyone or anything. Grandpa Skinner hid it on the Peak of Oblivion to keep the world safe. When Obsidian Stone lures the entire Skinner family to the Peak of Oblivion, it appears that he may have finally got the upper hand on our heroes, until an unexpected guest arrives.

THE WISHING BAND

When Edward wishes he could live 'in' his new video game, he soon finds himself transported into the game thanks to the power of the **Wishing Band** – an artefact given to him by Tara. Tara then uses the Ring of Dimensions artefact to enter the gaming world where she must pass through the different levels so she can find Edward and help him get back to reality.



CONTACT

ZDF Studios GmbH

Department Junior

Erich-Dombrowski-Str. 1

D-55127 Mainz, Germany

T: +49 (0) 6131 - 991 1711

junior@zdf-studios.com

www.zdf-studios.com