

# SPACE MALL

*No gravity, no customers, no worries!*

*An animated, anarchic, laugh-out-loud sitcom for 8-11 year olds.*

In the far reaches of space, on the outer rim of the Hammerhead Nebula, on the remote moon Panglossia, sits the greatest shopping destination ever constructed: Space Mall...

...buuuut let's get one thing straight, Space Mall is no more a sci-fi show than *Spongebob* is a show about marine biology. The Space Mall is simply a fantastic, fun-filled place to tell relatable character-driven stories with a galaxy's worth of crazy gags and surprising escalations just a teleport away!

Brad Azurite is a kid with a dream, which is why he's opened up his own branch of 'Stardogs' - the intergalactic fast food franchise - right here in Space Mall. Brad doesn't notice the faulty shutters, cranky air conditioning, and temperamental waste recycling robot - this is his dream and you're welcome to join him if you want, just don't bring him back down to Earth, or whatever planet you come from! Along for the rocket ride is Brad's lifelong friend Chuck Chuckles, Brad's first, only and (ergo) best employee. Loyal, literal, and willing to do whatever Brad asks, so long as it's in simple sentences, Chuck has hitched his star to Brad's ambition and now he's going places. The store cupboard mainly...

Brad and Chuck are childish adults - old enough to have agency but young enough at heart and in attitude to be relatable to our sweet spot audience of 8-11 year olds. Through a mixture of optimism, determination and dumb luck, Brad and Chuck will overcome any challenge their new life throws at them - and there will be challenges! From the galactic-regional franchise manager unhappy with their profit margins, to the sleek concession opening just across the mall, to the new shopping trolley A.I. hacking into the traffic light system, to the upside-down menu that inadvertently spells out rude words in an alien alphabet, life in the Space Mall is never easy.

Not that Brad sees the problems - he's a 'moon half full' sorta guy. To his wide-open mind, every day brings a brand new opportunity that's sure to be a success despite his total lack of experience, business acumen and previous track record - and what's even better is, he's got friends to share his days with! Alongside Chuck there's Lisa, the kind-hearted but ruthlessly skilled teen working her way through Space Force Academy at the Wormhole Smoothie Bar; Brenda, the no-nonsense straight-talker running the mall crèche, wiping whichever end of an alien kid is dribbling most; Clint, the conspiracy theorist tech obsessive who runs the iOn Tech next door; and Mattt, the mall cop who wants nothing more than to prop up the counter at Brad's place racking up loyalty points and rattling off tall stories.

At its heart *Space Mall* is a sitcom about kidults taking their first steps into adult life and finding or forging their place in a community that looks out for each other - most of the time! It's about friendship, found families, following your dreams (and facing the occasional wake up call!) - spiced up with a side order of shape-shifting aliens, dodgy matter transporters and intergalactic slime incidents.

## CHARACTERS

BRAD is a blue humanoid ‘kidult’ with a dream – running his very own Sirius Stardog franchise with his best friend Chuck. Amazingly, his lifelong dream has already come true – and it’s only day one! Imagine what days two-through-infinity will bring! Wowzers! Eternal optimist and already living his best life, Brad sees the best in everybody and everything. He looks out for his friends and his happy-go-lucky, ‘it’ll work out dandy, just you see!’ optimism can’t help but rub off on people – it’s hard to stay mad at Brad for long, even if he’s just set fire to your escape pod. Brad knows if you try your best, things tend to turn out okay – maybe not exactly as you wanted and certainly not perfect, but okay - and that’s enough for today, tomorrow’s a whole ‘nother chance!

Natural born sidekick CHUCK is a furry pink sphere with extendable limbs. Chuck might not know much, but one thing he knows for sure is that he’s found the kindest, smartest, bestest friend he’s ever going to meet in this universe or the next, and he’s sticking with him no matter what. Chuck is a supporter not a planner, so when Brad suggested the move, Chuck was there, no questions asked. Mainly because Chuck when Chuck asks questions he doesn’t understand the answers... Phaser-proof, loyal and literal-minded Chuck wouldn’t say boo to a space goose, which is good ‘cos those Space Geese have a mean streak a light year wide...

LISA is a five-eyed bright purple bipod. She’s a similar age to Brad and Chuck and works at the Wormhole Smoothie Bar across the way from Stardogs. She’s working to pay her way through Space Force Academy, all her family are in Space Force and she’s got a lot of expectations to meet – but right now she’s enjoying being a kidult just a little longer, having a blast doing silly stuff with her new best friends Brad and Chuck. She’s always up for adventure – and with an eclectic bunch of half-learned Space Force skills under her belt, you never know what adrenaline-spiking activity she’ll suggest next – or how they’ll pan out!

BRENDA has eyes in the back of her head. Well, one big eye that rotates in her gelatinous head. Which makes her the perfect fit for managing the Mall Creche – The Black Hole - located next door to Brad’s place. Aliens of any species can drop their younglings while they shop, and Brenda is the no-nonsense matriarch keeping them all in check. She’s not mean or cruel, and she loves those kids, but she also loves RULES. On hand for practical if blunt advice, Brenda tells it like it is – but sometimes that’s what you need right? RIGHT?

GRANT is the jittery insectoid franchise holder of iOn Tech, the gadget shop on the other side of Stardogs. He’s messianic about gadgets and is convinced he’s on the cutting edge, but in reality if it’s not in the manual, and isn’t solved by a factory reset, he’s no wiser than the next lifeform. ... He’s a sci-fi conspiracy theorist keen to fill Brad and Chuck in on what’s “really going on” in any given situation. Every now and then Brad is suckered into trying the latest gizmo that is going to ‘revolutionise his business’, or joins Grant on an ill-fated excursion into the abandoned recesses of Level Minus 13.

MATTT is Space Mall’s long-serving – and long-suffering - mall cop. He lost his legs in an ever-changing anecdote and now has a wheel, which helps him get where he needs to be fast. Luckily there’s not much crime in the Space Mall, which is why you can often find him propping up a booth in Brad’s place. He’s full of stories and history about the mall – some of

it even accurate - acting as a benevolent Uncle to the two newbies. He prides himself on his ‘mallhacks’ – tips and workarounds that he swears will make Brad and Chuck’s lives easier. They never do. Ever.

## **LOCATION**

Space Mall is situated on Panglossia, a barren, rocky moon erratically orbiting bustling twin planets Greenrock and Bluerock, each home to a wide variety of alien species, being as they are a jumping off point for intergalactic hyperlane travel.

Space Mall may be the only destination on this tiny world (unless you want to explore the old mines, or the Dark Side of the Mall...) – but it’s virtually a world in itself! The moon has no atmosphere so the Mall is enclosed within a crystal dome. Customers shop, dine and amuse themselves beneath the stars, before heading to the zero-gravity parking lot to blast off home. Twenty years ago this was a sparkling, state of the art astro-retail experience, but daily use has worn it down into something more comfortable, reassuring and patched up – it’s as if it always has and always will be here. Outlets range from pop-up stalls, through small boutiques, specialty stores and franchises like Stardogs, through to the massive Hypermarket and Infiniscreen movie theatre; hundreds of visitors from a dozen star systems pass through daily, although outside of peak hours the Mall can be virtually empty – especially for the small number of staff such as Brad and Chuck who choose to live out the back of their stores, rather than face the 300,000 km off-world commute - which can take up to 45 minutes in rush hour.

## **SAMPLE STORIES**

### **1) THE UPGRADE**

Brad and Chuck have a full house of customers and the old fashioned paper order and delivery ‘system’ is chaos. Grant watches them work with a weary shake of the head – they need to work smarter. Lucky for them he’s got an automated order system looking for a beta tester, he can let them have. Brad is keen of the help – but there’s no manual in the box. But who needs one? They’ll figure it out on the fly. However as rush hour hits and panic sets in, buttons are pressed that shouldn’t be pressed and the system hacks into the Mall’s systems, gaining sentience and causing chaos – this Beta Test doesn’t want to end any time soon! Looks like Brad and Chuck are heading for a trip into the heart of the Space Mall mainframe to push a few more buttons, hope for the best and shut the system down.

### **2) THE HEIROGLYPHS**

It’s Xargstice Day, a national holiday on Planet Xarg marking the end of the last Great Xarg War, and a band of happy Xarglings are heading to the Space Mall for a day of R&R. Brad is keen to capitalise on the influx and has had some menus printed up in their language – a series of complex hieroglyphs. However, as Chuck pops the menu in the window and Brad goes out to drum up customers things go very wrong. Turns out the Chuck’s put the menu upside down and it’s now saying some very rude things to Xarglings. Soon Brad, Chuck and Lisa are barricaded inside concession with angry, offended Xarglings pounding on the shutters. Lance’s arrival only makes things worse. It’s up to Brad to cook up a peace offering and put things right before the next Xarg War starts right here in the Mall...

### 3) THE HELP

It's a slow day at Stardogs, so when Brenda has an emergency and a crèche full of kids, Brad does the obvious thing and volunteers himself and Chuck to watch the kids while Brenda goes to deal with her personal business - what could possibly go wrong? Turns out kids, especially alien kids, are harder to handle than space dogs, and soon Brad and Chuck are over run and incapacitated by one particularly mischievous little pain called VBert. Led by Bert the kids escape into the mall. Roping in Lisa and Lance to help, our childcare heroes need to get every last kid back in the Black Hole before Brenda returns. All is going well until a showdown with VBert. It's a battle of wits, you'd think four grown-ups would win. You'd think... Luckily in the nick of time Brenda arrives and puts VBert in his place, rescuing our heroes and leaving them all with a renewed sense of wonder at what Brenda does every day.