

"THE ADVENTURES OF THE GUMMI BEARS" is a comedy/adventure series about a hidden group of bears who are the secret defenders of the human kingdom of Dunwyn. The eccentric, individualistic but intensely loyal Gummi Bears are our stars, although many of their adventures involve their two human friends, CAVIN and PRINCESS CALLA.

The show takes place in an unspecified place, which could be Britain, and in an unspecified era, which is about half-past Middle Earth. Magic is fading from the world, although it isn't yet uncommon enough to cause amazement when it's used. Almost any mythological creature could show up at any time to either threaten our friends or give them aid.

The typical "GUMMI BEAR SHOW" consists of two unconnected eleven-minute segments or one full-length (twenty-two minute) segment when a story line warrents it.

## THE WORLD OF THE GUMMI BEARS

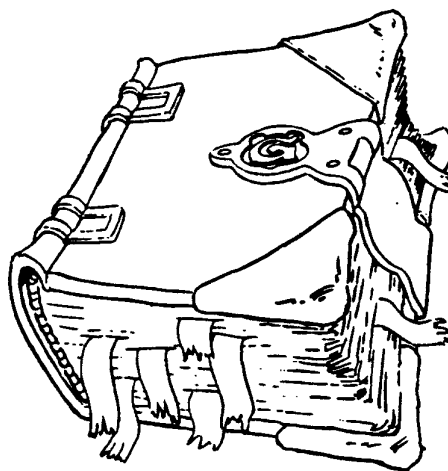
Long ago, in a time now relegated to myth and legend, Gummi Bears were a shy but extremely knowledgeable race that lived apart from man yet toiled with him to create a golden age that lasted for centuries. But some men became jealous of their knowledge and tried to trick the Bears into revealing their secrets. Mistrust grew between the races until the Bears withdrew to their secret warrens or sailed away to other lands.

That was centuries ago, our bears know of those times only through incomplete or poorly translated histories. But, thanks largely to the accidental discovery by Cavin and Princess Calla, they have rediscovered their ancient purpose -- to guide mankind toward the day the rest of the Gummi Bears might return. It's too dangerous to work openly, but they help defend the good city of Dunwyn from its enemies and work to uncover the forgotten secrets of their own race.

Our Gummies live in GUMMI GLEN. Although it's main entrance is a great oaktree in the center of Lorath Wood, it is actually a huge underground warren of Wonderland-like rooms and tunnels which once housed hundreds of Gummi Bears. Now six live there: Gruffi, Grammi, Zummi, Tummi, Sunni and Cubbi. Gusto Gummi, always the independant free spirit, lives across the wood but is connected by Quicktunnels, a sort of rural subway system that has a lot in common with a Coney Island roller coaster. The Quicktunnels allow the Bears to get almost anywhere in the kingdom in a very short time.

As the number of Bears dwindled, many parts of Gummi Glen were walled off, or secret passages forgotten. When a story calls for it, the Gummies might explore the deserted parts of the Glen in search of the knowledge of their ancestors.

Many of those ancient secrets are contained in THE GREAT BOOK OF GUMMI. The Great Book sits on a carved pedestal in the Gummi Glen library. It is the work of centuries of Gummi historians, magicians, and philosophers. This revered tome



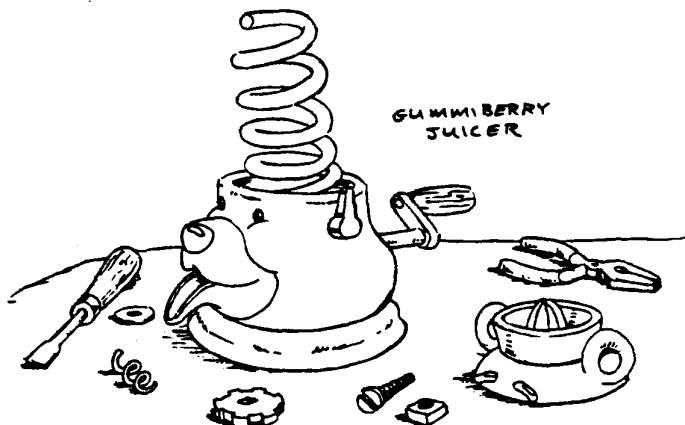
contains information on Gummi traditions, the reasons for them, Gummi history, and the uses and dangers of magic.

The Book is huge (about two feet tall and a half foot thick), filled with tiny print, and difficult to read. It can't be easily moved, even by a human. Much of Zummi's time is spent transcribing spells or engineering secrets onto more transportable papers.

The book is also unfinished, with hundreds of blank pages in the back. Thus, Zummi will sometimes record in it the on-going history of the Gummies of Gummi Glen.

One secret that has never been forgotten is the creation of GUMMIBERRY JUICE. It is one of the central elements of

Gummi culture. They have been making it since time immemorial from the multicolored fruit of gummiberry bushes. (The Bears have even taken their name from the berries.)



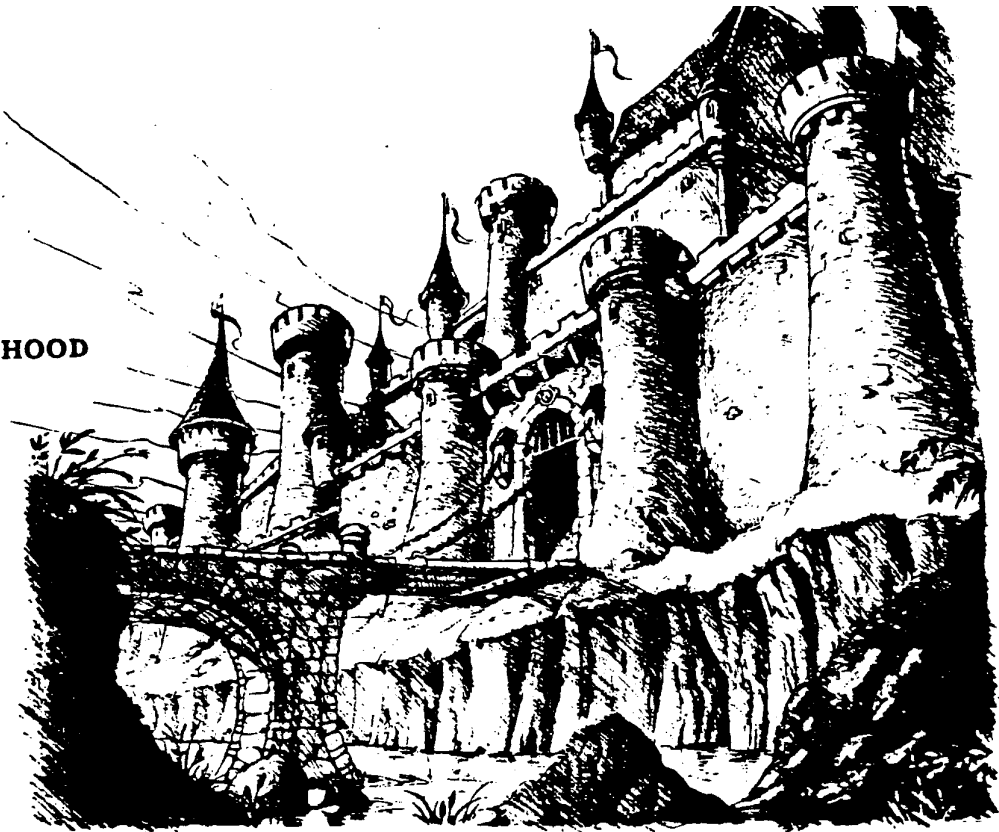
It is still used for ceremonial purposes. As a regular part of their diet it maintains good health and high energy. And when reduced to a concentrate and swallowed it allows the Bears to bounce like superballs. Using

their "bouncability," the Bears can cross a lot of country very quickly, bounce over high walls, and confuse the doodly out of their foes.

A human swallowing gummiberry juice doesn't bounce. Instead, he or she is made superstrong for a very limited time, about half a minute. After one use, more juice has no positive effect for the next 24 hours, though it is still possible to suffer ill effects from overdoing it. Obviously, therefore, CAVIN and CALLA (the two humans allowed to have access to the juice) have to be very choosy about when to use their magic strength.

The evil Duke Ighorn is constantly trying to determine the correct recipe for he hopes to conquer Dunwyn by arming he and his ogres with super strength. Poor Toady is usually elected to test the results which are unpredictable, and usually hilarious (inflating like a helium balloon, growing pink fur, rocketing into the air, etc.)

## THE NEIGHBORHOOD



DUNWYN is the name of both the kingdom and castle where the human friends of the Gummi Bears live. It has long been a blessed place. Physically, Dunwyn is a land of contrasts. The King's castle is situated in a meadow near the foothills of an ancient mountain range that stretches away into the north. To the west the land flattens into a patchwork of tilled fields and dark forests. Rivers and lakes are common and the castle moat connects to a river that leads to the sea.

Although far from URSALIA, the fabled ancient capital of the Gummies, Gummi Glen had been the center of Gummi history and learning. The castle and town are laced with secret passages which once once carried a considerable amount of Gummi traffic.

Today, the land is a refuge from the surrounding darkness. Its king, GREGOR, in his youth had been a hero out of legend. Through his skill in battle and diplomacy he held his

borders against all attackers. Under Gregor's peaceful reign, the town has blossomed into a center of commerce and on the trade route of many foreign lands. Because of this, many fanciful inventions, exotic foods and mysterious characters are constantly passing through -- ready to dazzle and intrigue human and Gummi alike.

Gregor and his loyal knights are loved by the populace but have grown a bit sedate. But they are quite capable of mounting a formidable defense against the enemies of the city, especially the forces of DREKMORE.

Drekmore is a forbidding dukedom that lies to the east. It is the major (though not the only) threat to Gregor's kingdom. Drekmore is populated by ogres under the command of a human named DUKE IGTORN. He has been thrown out of every self-respecting kingdom and has had to take up residence with the simple-minded ogres, whom he despises. But they are the only folk dumb enough to let him rule them.

The flora and fauna of Drekmore is tainted, dangerous and grotesque. This is probably the result of the black magicks practiced there in the past and makes the area gloomy and depressing. Which is just how the Ogres prefer it.

## THE GUMMI BEARS

By the time of our story, the Gummi Bear population is a shrunken remnant of its former glory. Scattered small communities are all that remain, most of them ignorant of the others' existence. At Gummi Glen, once the home of the great chroniclers of Gummi history, there are only six Gummi Bears left. They are:

### GRUFFI GUMMI

Gruffi is a STUBBORN AUTHORITARIAN WITH A SOFT HEART. As his name implies, he is a chronic grump. Conservative to the



core, he's the embodiment of the tradition-bound "Out with the new, in with the old" attitudes of the Great Gummies who first retreated from the world. As such, he serves as the anchor of the group. He's the self-appointed leader of Gummi Glen, although he usually ends up leading from the rear as everyone else rushes off into some adventure.

When facing a monster or a gang of ogres, Gruffi is absolutely fearless, but confront him with a new idea...! This makes GUSTO GUMMI, the bear with nothing but new ideas, source of constant irritation. His dislike of anything new or unknown is unswerving, though his motive is always the best -- to preserve and protect the group. He shares that motive with GRAMMI GUMMI, but her more emotionally based perspective gives her different opinions about the way things should be done. He's the most frequent recipient of her sharp tongue lashings.

Gruffi is the Bear that might come closest to breaking your heart. Yes, he bitches and moans and complains, but the reason he does it is because under his tough exterior he's embarrassed at how sentimental he really is.

Gruffi firmly believes that no good deed goes unpunished, so if he does do something nice for someone, he has to hide behind an "I didn't have anything better to do and you probably didn't want it done anyway" attitude.

Gruffi is very good with his hands, and if anything needs fixing or improving, he's the one to do it.





## ZUMMI GUMMI

The amateur Merlin of the group. He is the most sensible of the Bears, but his SHYNESS keeps him from promoting his opinions. UNDER PRESSURE HE IS NERVOUS AND FLUSTERED and shares a lot in common with Don Knotts.

When faced with a problem his typical resort is the Great Book of Gummi - a compendium of Gummi history, traditions, and knowledge, particularly knowledge of magic. Since the Book is far too big to carry around, when preparing for an adventure, he fills his pockets with what he hopes will be useful spells scribbled on scraps of paper.



Unfortunately, in the heat of battle he's likely to grab the wrong spell. And if by chance he finds the right one he usually can't read his own handwriting, so as often as not his magic backfires.

To complicate things, when Zummi become extremely flustered or frightened, he speaks in "spoonerisms", switching the first letters of words around. ("We send out wine fishes, er, fine wishes.") And many things fluster him -- his fear of heights, for example.

He has only recently started his study of the Great Book, so his knowledge of its secrets is extremely unreliable. For instance, he's "learned the language" of the animals and birds. But if he tries to question a mountain goat, he's likely to accidentally insult the beast and get butted in the stomach for his trouble. And of course his magic is so unreliable that he'd usually do better not to bother with it. When faced with a serious problem, he can be counted on to invariably go to pieces under the pressure.

Although he's spent a long life in the protective environment of Gummi Glen, Zummi is anything but an inflexible old stick. For instance, he is the first to realize the Gummies' responsibility to rejoin the world. It's just that when faced with anything unfamiliar, he lacks the resources to deal with it calmly.



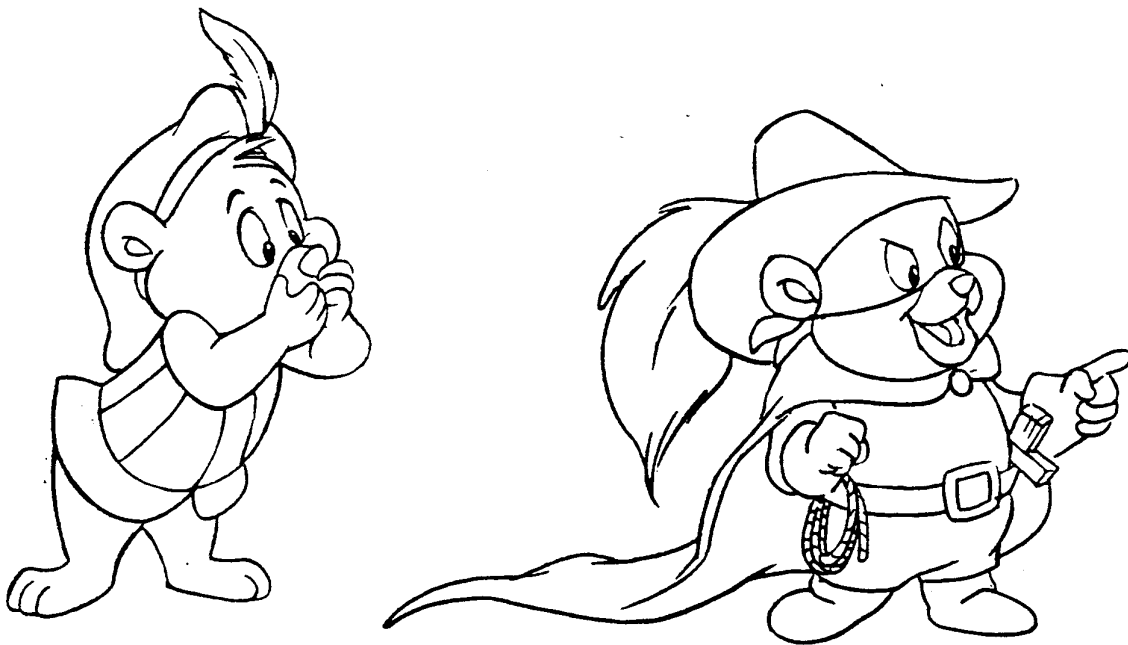
## CUBBI GUMMI

The youngest Gummi, about the Bear equivalent of 8 years old, he's a scrappy little adventurer who's IMAGINATIVE, IMPETUOUS and constantly is coming up with GRAND SCHEMES OF FUN AN ADVENTURE THAT OVERPOWER HIS COMMON SENSE. Cubbi's enthusiasm, boundless optimism and tendency toward taking short cuts often leads him and his friends into deep and dangerous trouble.



Cubbi is passionately interested in the history of the Gummies. He's always pestering Zummi to tell him stories from the Book of Gummi about the great accomplishments of his ancestors. Yet, almost paradoxically, he is the most eager of all the Gummies to interact with humans, and he's often the catalyst that gets the Gummies involved in some adventure with humans. Dunwyn Castle is particularly fascinating to him because it is the center of so much activity. He has a hard time staying out of there and constantly risks discovery in order to get a closer look at some new gizmo or activity in the marketplace. For Cubbi, the world is a great big gift-wrapped present that he can't wait to tear open. He has plenty of lessons to learn, but basically he's a good kid.

His ultimate dream is to become a knight, a real hero. This has led him to the creation of a secret identity--champion of Dunwyn, THE CRIMSON AVENGER!! Only Tummi Gummi shares this secret (who accompanies him as his faithful Gummian companion, PRONTO). Because the two bears venture out at night, and move with the speed of Gummiberry bounce, nobody suspects that these two masked vigilantes are Gummi Bears.



## SUNNI GUMMI

Cheerful, energetic, Sunni is our resident TEENAGER-- kind of a cross between Cyndi Lauper and Gidget. She's MESSY, GABBY, WANTS TO BE TREATED LIKE AN ADULT and is an EMOTIONAL WEATHER VANE. To say that she's moody is an understatement, but whatever her mood of the moment, her basically happy nature will always reassert itself.

Sunni has a crush on Gusto Gummi which she goes to no end of trouble to hide (uselessly, since everyone knows about it.) She is constantly trying to impress him which usually just makes her look ridiculous.

Her best friend and confidant is Princess Calla. They're sort of a complimentary, if odd, pair. Sunni loves the excitement of the royal court, the fashions, the music, the intricacies of etiquette -- all the stuff that Calla takes for granted (She much rather meet Sunni in the woods to practice archery or horseback riding). Many times, Sunni will try to take some particular of human custom and thrust it on the rest of the Bears. This brings her into conflict with Gruffi.



## TUMMI GUMMI

Tummi has two overwhelming traits; he's INNOCENT and HUNGRY. He is, obviously, large. While there is ample opportunity for humor in dealing with the fact that he's always eating or waiting to eat, avoid "fat" jokes or insults.



He's also... not exactly dumb... but when the other Bears are discussing something, he misses a lot. And when he does throw in a comment, you get the feeling he's reporting in from another universe. This is often the result of his concentration; he's not absentminded, rather he's the opposite. He'll focus

on one thought or activity to such an extent that he'll be oblivious to the activity around him. He has an inexhaustible supply of patience -- except when waiting for mealtime.

Tummi is the group's strong man, though by nature he's extremely gentle. It takes a lot to make him lose his temper, but when he does you don't want to be in the same county.

Tummi is the most kind-hearted Gummi. If someone is hurt or upset, he'll offer a small gift to cheer them up, even in the middle of a battle or some other wildly inappropriate time.

Tummi moves with surprising grace and even a certain daintiness. He's fascinated by birds and will spend hours watching them if someone doesn't pull him away.



## GRAMMI GUMMI

Grammi is Official Tastemistress of Gummiberry Juice, keeper of the hearth, and ONE TOUGH COOKIE. HER DECISIONS COME FROM THE HEART as opposed to an analytical sense of logic.

She owns the kitchen, and anyone else enters the place at their peril. Grammi's cooking ranges from bland to okay, but the other Bears (except Tummi) live in fear of her "special supprises" which can make your taste buds shrivel and die. But criticize her food and you may end up wearing it.



When the Gummies get into a fight, she's likely to be in the front line hurling whatever she can get her hands on. (And don't get within swinging distance of her everpresent wooden spoon!)

Grammi plays as a foil to Gruffi, always disputing his leadership. Although he can't afford not to stand up to her, Gruffi is a little buffaloed by Grammi. (It doesn't help that she reminds him he's shorter than she, either.) He may try to avoid a confrontation by quietly issuing an order while she's out of the room, but he'll always be stopped by her contradicting bellow echoing from somewhere in the depths of Gummi Glen.



Despite her leather hide, Grammi has a marshmallow heart, especially for Cubbi. She makes him special treats which he always vigorously declines.

Although Grammi has taught Sunni the secret of making Gummiberry juice, she is the one who usually cooks it up. As a result, she is often the target of schemes by Duke Ighorn, who wants the secret of the juice.



## GUSTO GUMMI

Gusto is a FREE SPIRITED MADCAP that Gruffi and Tummi found stranded on an island in the middle of the sea. He is an artist who is always working on some grand masterpiece, be it sculpture, painting or connect the dots. He brings the Bears a sense of UNPREDICTABILITY and INDEPENDENCE. And in a very unorthodox way...he's a TEACHER (although he never thinks of himself as such and neither do the other bears. They see him as more of a borderline mental case).

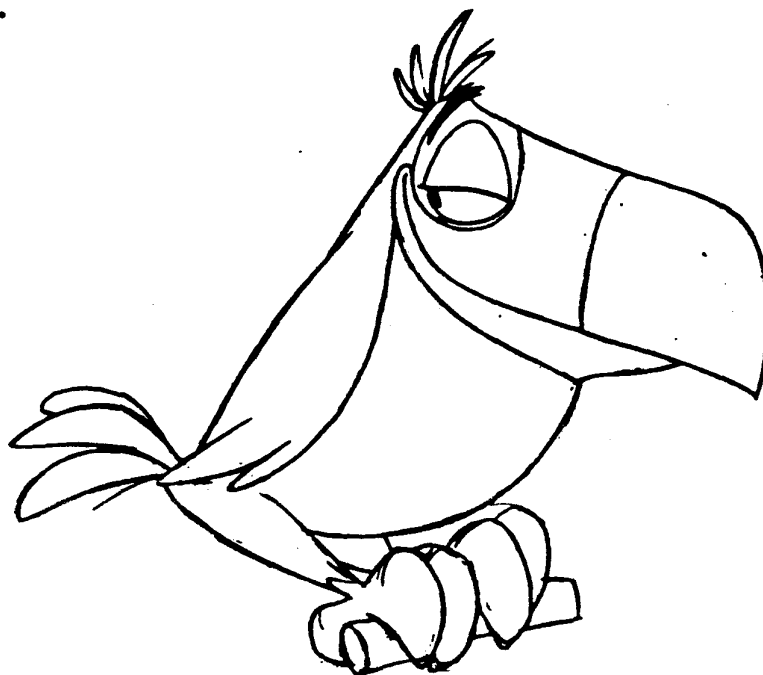


Gusto stretches the bears by making them think new thoughts or put old ideas together in new ways. He makes them see the other side of the coin -- sometimes by acting out a devil's advocate position, othertimes by caricaturing the weaker qualities in themselves. He has a lot in common with Cubbi and Sunni but

by outdoing them in their extremes, he displays the need for a little responsibility. He never lectures but makes his companions come to their own conclusions. Gruffi is his personal challenge; to get that mind open requires a Gusto designed crowbar. If it's the artists, free thinkers and activists that keep a society from being stale, then Gusto can guide the bears into original thinking rather than just digging up the achievements of their ancestors.

But he certainly doesn't come off as high falutin' as all that sounds. Gusto has more in common with the lightning mind of Robin Williams than Mr. Chips.

Gusto's sidekick is the toucan, ARTIE DECO who is the good natured critic to all the Gummi Bears. They can't help it if they're not birds. He always has a wry comment on any situation. He's a tropical bird and has trouble in the cooler climes of Dunwyn.



## CAVIN

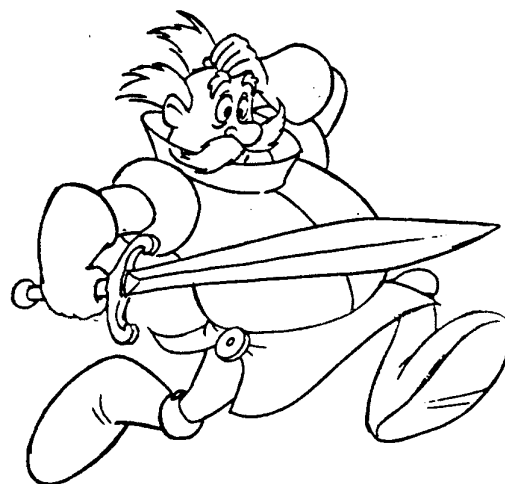
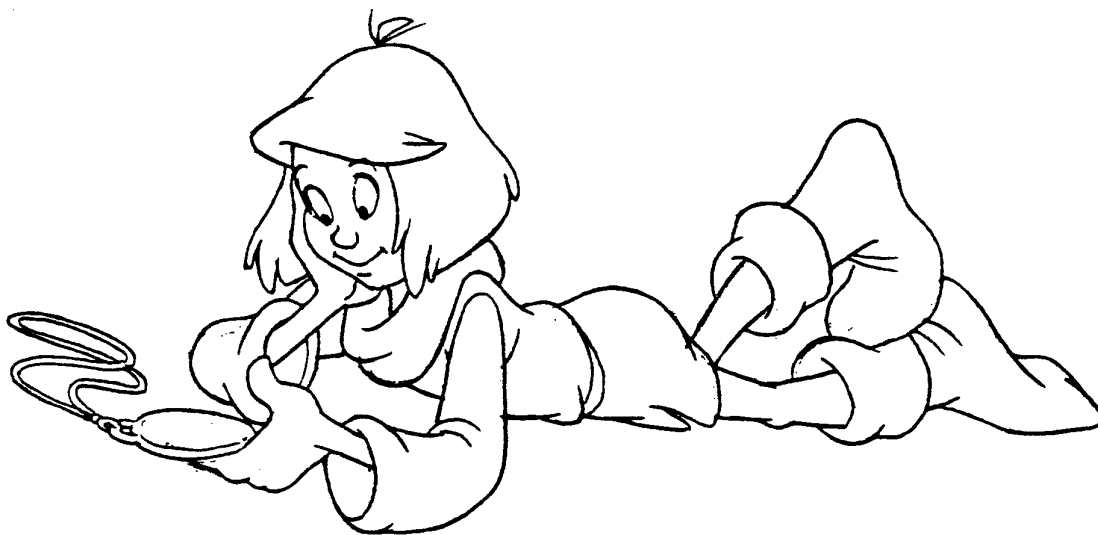
Cavin is an wide-eyed, IDEALISTIC, good hearted 11-year-old page at King Gregor's fabled Castle Dunwyn. He longs to be a knight and feels a deeper sense of DUTY AND RESPONSIBILITY than most kids his age. This tends to make him a bit CAUTIOUS AND CONSERVATIVE -- traits which are bludgeoned by his adventures with the Gummi Bears.

As a child, Cavin always loved the Gummi Bear lore told to him by his parents and, although everyone said there weren't really any Gummi Bears, he always harbored a sneaking suspicion that, somehow, somewhere, there were. It was Cavin who first discovered the Bears of Gummi Glen and rekindled in them a sense of duty.



Cavin idolizes King Gregor, and dreams of being his right hand knight. Unfortunately his family isn't very important and, although he's enthusiastic, he hasn't proven to be the most able student of the martial arts. But he is smart, and his quick wits help him in contests with his more musclebound peers.

Cavin is page to SIR TUXFORD, King Gregor's most heroic knight, if well past his prime. Tuxford is a mighty but not overly bright warrior and a bit of a stuffed shirt.



## PRINCESS CALLA

King Gregor's only child, Calla is one activist princess. She's a TOMBOY YET REMAINS FEMININE. If anything exciting is



going on, she wants to be involved. Often she'll disguise herself as a commoner in order to get out of the castle. She's Cavin's age and his only friend apart from the Bears. She and Cavin are too young yet for romantic feelings, but there are the seeds of something that could bloom in a few years.

Calla is fairly level-headed, particularly for someone so privileged, but she's not above pulling rank if necessary to get what she wants. She constantly terrifies Cavin with the risks she takes, since he knows he'll be held responsible if anything happens to her.

She and Cavin are the only two to know of the Gummi's existence. Her best friend is Sunni and she shares an interest in mechanical things with Gruffi (who she can practically twist around her little finger with a smile).

## KING GREGOR

In contrast to the best traditions of animation, GREGOR'S not a comic figure but a mature and wise man. As a young knight, he was a bit of a rogue in an Errol Flynn way. Although the responsibilities of protecting the kingdom have toned him down, every once in a while we see a flash of his humor and former deviltry. He's a warm father to Calla. We don't see much of him, but he's always there, the rock on which the kingdom is built.



## UNWIN



A squire at the castle, Unwin's several years older than Cavin and holds great promise of becoming a strong, aggressive, and stupid knight. Unwin is a bully who particularly enjoys persecuting Cavin, though one way or another he usually ends up getting back worse than he give. He is squire to Sir Tuxford.





## DUKE IGTORN



Ighorn is the slimy, calculating ruler of Drekmore. With his legions of ogres to do his bidding, his modest ambition is to be omnipotent. His short range goal is to become ruler of Dunwyn who expelled him soon after his villainous and grasping nature became obvious (probably around the age of six). Actually, he was once a knight of the kingdom which makes his nefarious doings all the more despicable.

Ighorn is essentially a comic villain, but is never taken lightly as a threat. He may be vain, corrupt and superstitious, but he is a powerful man -- and can use a sword as well as the next knight. He has a cowardly streak which shows itself whenever the odds in a fight seem the slightest bit against him.

He doesn't want to destroy Dunwyn -- he wants something left to rule. He views Gummiberry juice as just one way of

taking over the kingdom. He has no idea of where the entrance to Gummi Glen is and is constantly sending his ogres out to search the wood...where they are constantly walking into booby traps and warning devices left by Gruffi.

There is a bit of Addams Family humor around Igthorn and his ogres. Roses would be so lovely if those damn blossoms didn't keep opening up and true evil is something to be inspired by.



## TOADIE

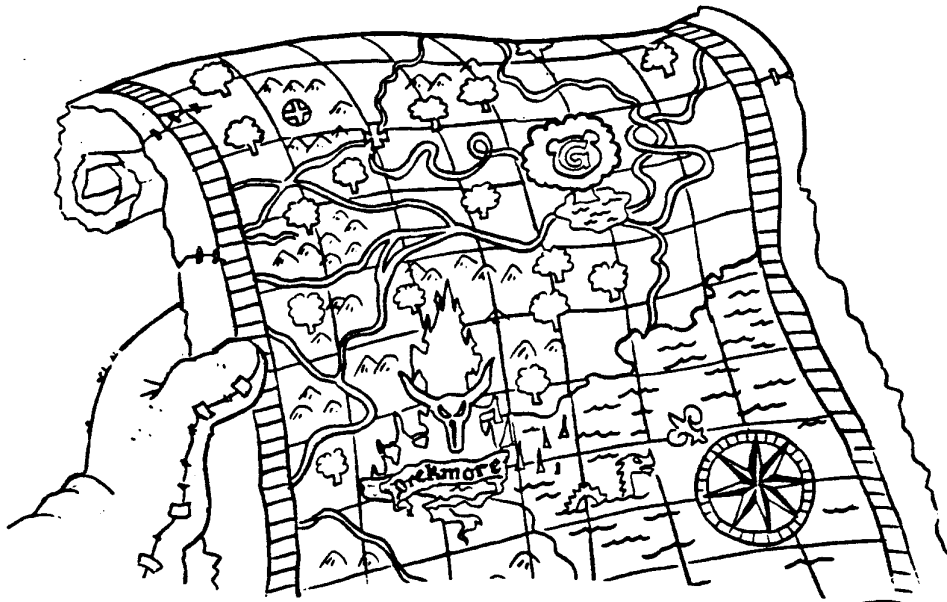
Toadie, or more formally, "Toadwart," is exactly that -- Ighthorn's toadie. More than that, he's Ighthorn's personal piece of furniture -- most often, rug or footstool. He's an ogre, but obviously a runt (he's only about as tall as a Gummi Bear).



Poor Toadie is caught between two worlds. He's not really an ogre, since he can read, write and reason...so his brother ogres don't associate with him. But he's not really a human either, so Ighthorn is constantly mistreating him. So poor Toadie is caught in the middle, living vicariously off of Ighthorn's tarnished glory and repeating orders to the dimwitted ogres.

He usually refers to Ighthorn as "your Dukiness", "Dukefulness", "Ighthorniness", or some other silly permutation. Ighthorn is not above pummeling or throwing Toadie when the situation calls for it.

It may be buried under a bucket of slime, but Toadie has a heart. At times he has even helped out the Gummies after they've shown him some kindness.



### THE LORE OF THE ANCIENT GUMMIES

It is told among the wise that long, long ago, there was a shy but mighty race, friendly to humans and yet apart. These were the Gummi Bears.

They were magicians, engineers, artists, makers and lovers of song, advisors to kings. When need be, they were warriors, although their first and highest goal was always to find a peaceful resolution to any conflict.

They probed the secrets of the universe, changed the courses of rivers, built advanced machines, raised majestic palaces filled with light and beauty. Side by side, human and bear created a Golden Age of Peace -- for a time.

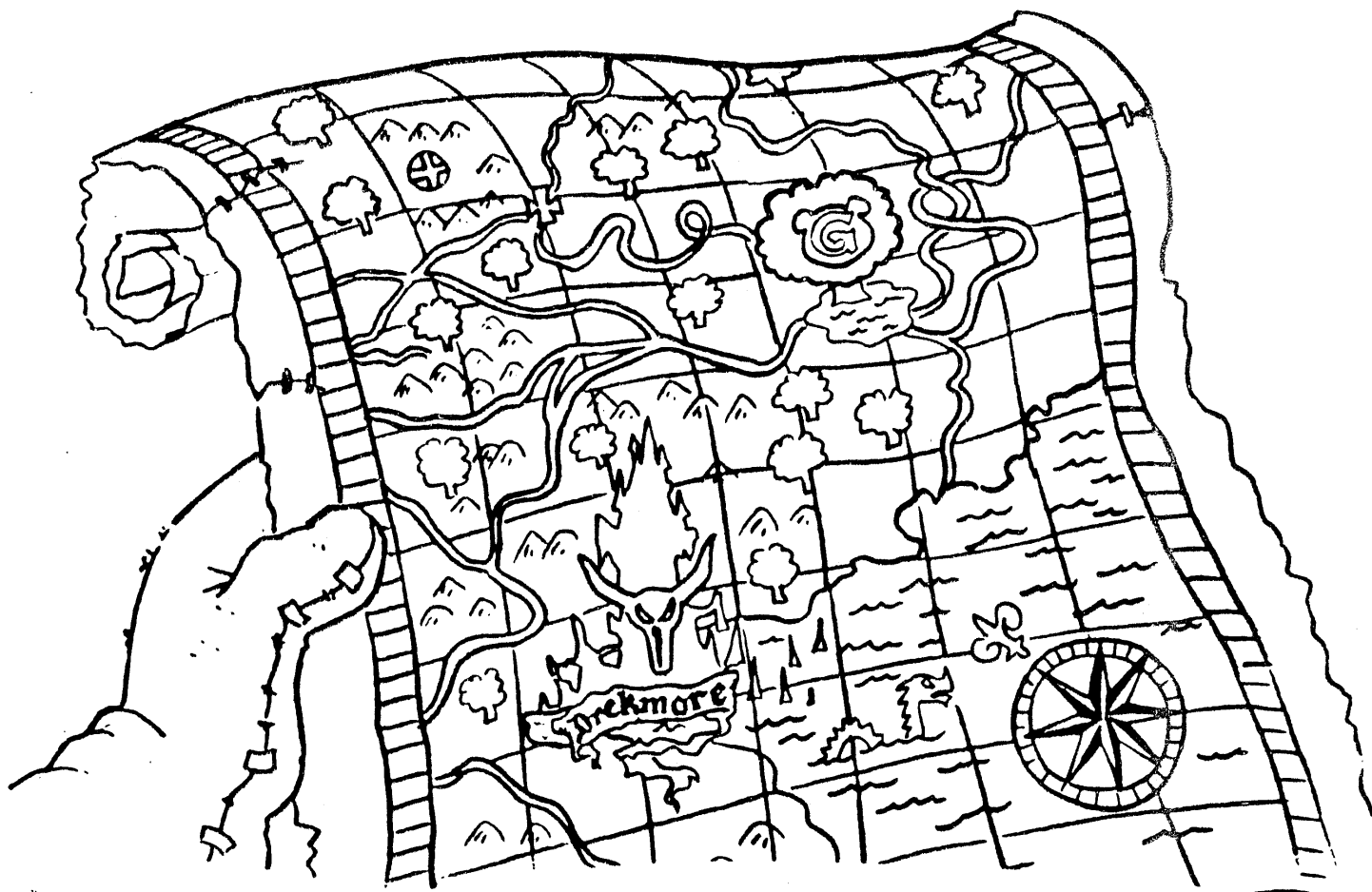
But some men grew jealous of the Bears' knowledge. These men used many ruses to try to discover the high secrets of the Bears. As time passed, trust between the two races faded. Angered by the dishonesty and greed of mankind, the Bears turned their backs on humanity and the world, and withdrew into their secret warrens.

From that time, each race pursued its separate path. As the long centuries crept past, the myths grew. Tale-tellers embroidered and embellished the feats of the Great Gummi Bears until they became impossibly towering. Gradually the educated came to believe that Gummi Bears existed nowhere but in children's hearthside tales.

But the Bears did exist. They too created myths -- of the untrustworthy and selfish humans who had tried to use them. In their inaccessible mountain cities and hidden underground homes they studied, experimented, pondered great ideas -- and stagnated. Living their comfortable and reclusive lives, something vital went out of them. They began to forget the hard-won knowledge of their ancestors. Living ceremonies degenerated into traditions, then sank to meaningless rituals.

Facing no challenges, they had no need to grow. Each generation was less Gummi-like and more bear-like. At last most Gummi communities withered. The world was dotted with deserted, slowly crumbling Gummi warrens.

Among humans, the fables of the wise and gentle Bears were regarded as mere children's stories. A tradition grew of saying that children's holiday gifts were brought in the middle of the night by the Gummies. Some stubborn souls continued to believe that the Bears existed. But they were as few in number as the few surviving Bears, hiding in their underground homes.



**THE LORE OF THE ANCIENT GUMMIES**