



LEGO CITY STUDIO

SAMPLE TREATMENTS

EXPEDITION WILD

Character Profile: Buffalo Jones

An adventure junkie who loves to explore the never seen parts of LEGO City, Buffalo Jones likes to get himself into precarious situations where he has to use his survival background to escape. A fun, outgoing personality, Buffalo likes to show flashes of personality and humor when stuck in a tough position to bring a bit of levity.

Show Synopsis:

Each week we see Buffalo Jones visit some of the more wild and rugged parts of LEGO City, the swamp, the arctic, the deep sea, even space. Every episode, Buffalo will spend time exploring the wildlife, the terrain and overall trying to survive the harsh conditions.

Sample Program:

In the first episode we see Buffalo visiting the Arctic to explore and survive with his team of sled dogs.

Segment 1: (:60)

Buffalo and his team of sled dogs is dropped off in the arctic by a LEGO City Arctic Helicrane. He knows he must get to higher ground to scope out terrain so he quickly packs up his supplies on the sled and heads to the tallest glacier he can find. We see him racing across the ice and snow, making quick turns and cuts to avoid the cracks and crevices on the frozen tundra. Upon arriving at the glacier he looks up at its massive size and is taken aback by what he must climb. He then grabs his climbing gear and sets off to tackle climbing the glacier. We see him move quickly and mightily as he makes his way to the top. Once there we see the view from his perspective at the vast frozen land that makes up the arctic. We see massive glaciers, wild foxes, a polar bear or two... and far off in the distance a light, which must be a camp. He knows that's where he must head. (Fade to black).

Segment 2: (:30)

We see Buffalo coming down from the glacier and it's almost dark so he knows he must set up camp. Buffalo starts to gather his camp supplies and explains to the camera what he is doing each step of the way. Building his shelter, starting his fire, feeding his dogs, etc. Suddenly, in the distance, he hears a low grumble and through his fire he sees a polar bear approaching his camp. Buffalo is caught and has only a few moments to act so he quickly grabs a stick and lights it from his campfire and runs at the polar bear with his torch, yelling and trying to scare it away. The bear quickly retreats as Buffalo approaches, but little does he know his pack of sled dogs is behind him giving the bear angry looks. Buffalo thinks it was him who scared away the bear but little does he know it was his dogs who did all the work. Buffalo retreats back to camp and settles in for the night. (Fade to black).

Cut to a :15 commercial for a real-life brand that is given a LEGO treatment.

Segment 3: (:60)

We see Buffalo waking up and quickly throwing his supplies on his sled and heading out with his dogs to the camp he saw yesterday. Anxious to go his dogs hear a noise and start sprinting away without him. Buffalo sees this out of the corner of his eye and sprints after the sled. He leaps and grabs hold of the back, being drug along the frozen ice as his dogs race ahead. Buffalo slides along hitting bumps of ice and bouncing around on the back of the sled. While bouncing around he sees the dogs are running straight towards a huge cliff that drops off into the ocean. Struggling mightily he pulls himself back onto the sled and slows his dogs down just inches away from the edge of the cliff as they come to a screeching halt. Buffalo has them quickly change direction and head off in the direction of the camp. Speeding towards the camp, Buffalo hears a rumbling in the distance and suddenly sees part of a glacier fall and create an avalanche of snow and ice coming straight towards his sled. Quick on his feet he calls the dogs to leap onto the sliding mass of snow and they ride on the rolling avalanche all the way to the foot of the camp arriving safely. Buffalo is relieved and exhausted. (Fade to black).

Show Setting

The show will take place across a variety of LEGO City backdrops including the swamp, the arctic, the deep sea, space, etc. Each episode will have a new adventure in a new setting where Buffalo will put his survival and exploration skills to the test.

Tone

Expedition Wild will be primarily adventure and action based mixed with bits of humor and wit as Buffalo describes his surroundings and adventures.



LEGO CITY STUDIO

SAMPLE TREATMENTS

CITY HEISTS

Character Profiles: Tyler Gumshoe & Chester

Tyler Gumshoe is a new graduate of the LEGO City Police Academy, entering the force as an eager and discerning detective. He's young and ambitious, and is able to cut through often-complex cases by pulling together useful clues to solve mind-boggling mysteries. He's accompanied by his partner, Chester, a K9 puppy who is just as precocious as he is. Together, they work to uncover evidence throughout the city, meeting with unique individuals to try and crack the case.

Show Synopsis:

Throughout each episode, Tyler and Chester are sent off on a new assignment, exploring new territories in LEGO City and interviewing some unique personalities to discover new clues. Sometimes these clues come in the form of short puzzles or riddles that Tyler asks the audience to help him with—providing an educational spin on the show. Tyler also keeps an on-going list of clues he's found and places he's been to in his trusty 'clue book' that the viewer must keep track of in order to help solve the mystery. Occasionally, there is a hot pursuit from a fleeing fugitive where Tyler must act quickly to try and apprehend the suspect. Every episode ends with the case being solved and LEGO City becoming one step closer to a safer community. The purpose of 'City Heists' is to offer kids a thrilling look at helping solve mysteries and unlock clues. It'll help strengthen their critical thinking and problem-solving skills, while also entertaining them. Each episode will provide a single, self-contained storyline with a mystery of a crime that the audience must help solve. It will last roughly 3-5 minutes.

Sample Show:

Intro: (:60)

In the first episode we catch up with Tyler in his office getting briefed by the Chief of Police on the latest wave of crimes happening with the Balducci Brothers robbing the only bank in LEGO City. No one has been able to apprehend these suspects since they began their spree over the last few weeks but there have been some clues that make Tyler think it's an inside job.

Segment 1: (1:20)

The segment begins with Tyler and Chester jumping in their detective unit van to go to the scene of the crime at BLC (Bank of LEGO City), where another robbery took place just last night. Tyler greets Mrs. Dolly Patterson, the bank manager to interview her about the string of robberies at her bank. Several clues came out about the specifics of the robbery, including the approximate time, employees at the bank during those hours, and some important items that the robbers dropped during their flee. All of these clues are recorded in Tyler's Clue Notebook, on screen, for the viewer to track...including noticing that Dolly has a red wig and men's shoes stuffed in a box in her office high atop a cabinet. Tyler asks Dolly what time she left last night and she said she had already left when the robbery happened at 7pm—having left 2 hours earlier than she normally does...fishy.

Cut to a :15-:30 second TV commercial (for a fake product)

Segment 2: (:90)

Tyler gets a tip from one of the security guards that they were sent a note from Dolly last night, thanking them for their service and as a reward to all fellow employees, she would be shutting down early for the night. The security guards thought it was suspicious and pulled the security footage before the robbery. Lo and behold, they saw a figure with a red wig, wearing men's shoes shortly after the guards left for the night pacing inside the bank and then making off with a duffle bag of money. Dolly catches on that she's been had so begins her getaway. Before she can jump into her car, Chester grabs a hold of her pant leg and they nab her. They end the episode with Mrs. Dolly Patterson being carted off to jail, telling the viewer that crime never pays.

Show Setting

The show will take place throughout many different locations of LEGO City. Each episode will likely take place in 1-2 locations.

Tone

The tone will be thrilling, suspenseful but always end on a high note with a lesson learned, or successfully cracking a crime. We want the audience to take part in this wild escapade of solving mysteries, so would draw in opportunities throughout the narrative where the viewer can put clues together and help Tyler solve the crime.



LEGO CITY STUDIO

SAMPLE TREATMENTS

ODD JOBS

Character Profile: Mick Houser

A daring investigative reporter who gets down n' dirty with the people he's interviewing, uncovers the most fascinating (and dirty) jobs and the people who hold them. He's an affable personality with a mix of extreme, rugged explorer—the perfect ingredients for a likable show host.

Show Synopsis:

A mini-episodic show that puts viewers on the ground floor of odd jobs found around LEGO City from the clean-up crew at a Monster Truck rally to the operator of an excavator machine at a construction site. Fans will enjoy getting a first-hand look at what it takes for these people to do their jobs and make LEGO City move smoothly every day. We'll also throw in some comic-appeal and adventure, highlighting Mick getting into some filthy and funny situations throughout his reporting. These vignettes are meant to be fun and informative, with interviews and on-site coverage lasting about 2-3 minutes. We would look at running 2 vignettes back-to-back to immerse the viewer in the content.

Sample Program:

Mick Houser kicks off the show (in identical garb to the interviewees) by introducing two individuals who have unique jobs in LEGO City. He sets up the vignette by saying he spent the day with this person. So let's jump in:

A Muddy Mess - 1:30

The first interview is with Bubba Port, a 20-year veteran of the ATV Patrol unit out in the swamp-lands of LEGO City.

Cut to a voice-over of Mick introducing Bubba with on-location video footage of Bubba riding through the marshlands, finding escaped convicts, keeping the landscape safe from threatening crocodiles and helping clean up the environment.

Mick then interviews Bubba on-site to talk about his daily routine and tells a story or two of his most humorous dispatch calls he's received to throw him into awkward and sticky situations.

Mick ends the segment on-camera in the marshlands by introducing the next job on the other side of LEGO City.

Cut to a :15 commercial for a real-life brand that is given a LEGO treatment.

Pit Crew Palooza - 1:30

Mick kicks off the next interview, cutting to the high octane race cars zooming around the LEGO City Speedway racetrack. It's the side of racing that is rarely seen but incredibly pivotal to the success of a team—the pit crew.

We follow Jimmy Johnson, the pit crew captain, who has had tremendous success over the years leading a crew of 10 and helping his driver, the famed, Bobby Steel to a record 25 Grand Prix championships.

He shows the intense training and engineering that go on behind-the-scenes to prepare for races. Mick finds himself under one of the cars (with oil dripping down his shirt) to show the viewer how they look to optimize their machines through technology.

Closing - :10

Mick thanks the viewer for joining him and his new friends and prompts them to tune in next time to meet even more unique people. He then signs off with his signature, "Farewell folks...until the next Odd Job."

Show Setting:

Each episode will take place in the general environment of where the odd job is located. There may be 1-2 specific settings at that location (Racetrack: the pit crew garage, and the actual speedway racetrack).

Tone:

Odd Jobs will be carry more of an adventurous tone throughout the show and cater to the explorative/inquisitive side of the viewer. We'll keep the underlying emotion throughout the show light and humorous to make the program not just informative but entertaining along the way.



LEGO CITY STUDIO

SAMPLE TREATMENTS

ESCAPE FROM PRISON ISLAND

Character Profiles:

The Warden - "Ward" - A frighteningly intimidating man, he's the one who keeps the guards and officers in line on Prison Island.

The Guards - "Gino & Gordo" - In the classic style of "good cop, bad cop" we have Gino & Gordo. Gino is the bad cop using his fierce style to keep the inmates in line while Gordo is the good cop, but in the traditional sense. He's a nice guy but also a little inept at his job and it's up to Gino to often save the day or make things right.

The Police Officer - "Tyler Gumshoe" - As the lead detective in LEGO City, we see Tyler Gumshoe cross over into Escape from Prison Island as he is the one responsible for putting the worst of the worst in LEGO City behind bars.

The Inmates - The inmates are the most wild cast of characters you can imagine. A mix of frightening ones, wild ones, ones that are certifiably crazy. They're the worst criminals of LEGO City and the ones that you don't want escaping.

Sample Show: "Breaking in to break out"

Tyler Gumshoe has just put away 2 members of the Logino crime family who have been responsible for much of crime that occurs in LEGO City. We see these two hauled off in the back of the squad car, put on a LEGO City coast guard boat and shuttled off to Prison Island. The warden and the guards meet them at the entrance and take them into custody and start to lead them down the dark hallway to their cells. The criminals try to break free from the grasp of the guards but to no avail and are quickly thrown into their cells.

(Cut back to LEGO City) The citizens of LEGO City are overjoyed with these arrests because their streets will be safer but as word spreads to the boss of the Logino crime family he is furious and orders ten of his thugs to do the impossible... break into prison island, to break out these two new inmates.

(Cut to night scene) In the next scene it's nighttime and we see a speedboat racing across the water with three members of the Logino family in it. As they get close to the island, they hop off the boat and onto the affixed jet skis, which will take them the rest of the way to the island. The jet skis are quieter so they won't be noticed. As they land on the island, they ditch the jet skis and put on their special black suits with night vision goggles so they won't be detected. As they circle the island, they find the entrance they're looking for, a secret shaft that will take them through the basement of the prison. Once they enter the basement they encounter the furnace room where they must traverse a maze of blowtorches. Little do they know, not only is the room covered in flames, it also has secret laser trip wires they cannot see. The slowest and probably least bright of the three stumbles and accidentally trips one of the laser sensors triggering an alarm in the warden's office. The warden flips on his security cam and sees the three in the furnace room and quickly calls Gino & Gordo to his office and gives them the orders to find these three and arrest them.

In the next scene we see Gordo & Gino racing through the prison, through hallways, down shafts, through hidden chutes. The intruders, oblivious to the alarms make their way through the furnace room, dodging the flames, and have entered the tunnels below the prison and they make a run for it. We cut to a fast-paced split screen of the intruders racing through the tunnels and the guards racing through the hallway, both on their way to an epic encounter. As the intruders make their way through the tunnels they hear the alarms and are shocked and panicked, they know it's only a matter of time before they are caught so they must act quickly. They reach the end of their destination in the tunnel, right below the warden's office. Pulling out a pickaxe they dig their way up through the ground into his office shocking the warden and causing him to back up and cower in the corner. The intruders grab him, tie him up and lock him in the bathroom, stealing his master key to the cells in the process. They burst out of the office splitting up individually to locate the inmates.

Gino & Gordo meanwhile are stumped. They've looked everywhere for the intruders and can't find them anywhere. They begrudgingly begin their trek back to the Warden's office but Gordo, in his limited intelligence, has a bright idea... why don't they put down some LEGO stop strips. LEGO Characters can't run on LEGO bricks... they get stuck! Gino & Gordo frantically run around the prison dropping LEGO bricks everywhere they can. As the scenes progress we see cuts of each of the intruders running through the prison randomly being stopped by the LEGO brick stop sticks. Like people trapped in mud their legs instantly stop and they can't pick their feet up to move any further. They quickly have 8 of them trapped and are searching for the last two. They head over to the cell of the inmates they are trying to break out and stand guard and get there just as the final two intruders arrive. Gino throws two bricks skidding them across the ground right at the feet of the intruders stopping them in their tracks, as they're just about to put the keys in the cell door. Gino & Gordo jump on their backs and put handcuffs on them and haul them off with the rest of the intruders into one giant cell.

After a job well-done Gino & Gordo head to the warden's office to tell them of the news but can't find him anywhere. They then hear a faint muffled yell coming from the bathroom. They breakdown the door and find the warden tied up sitting on the toilet squirming and kicking around. Gino & Gordo look at each other and just shake their heads, bursting out in laughter.

Show Setting:

Each episode will take place inside the actual prison on Prison Island. Scenes & settings will take place in a mix of locations including the warden's office, the dining hall, individual cells, the cell block (where all the cells are together) and the outside of the prison surrounded by water.

Tone:

Escape from Prison Island will be a more action-based show with comedic elements interspersed which will be driven by the dynamics between the characters.