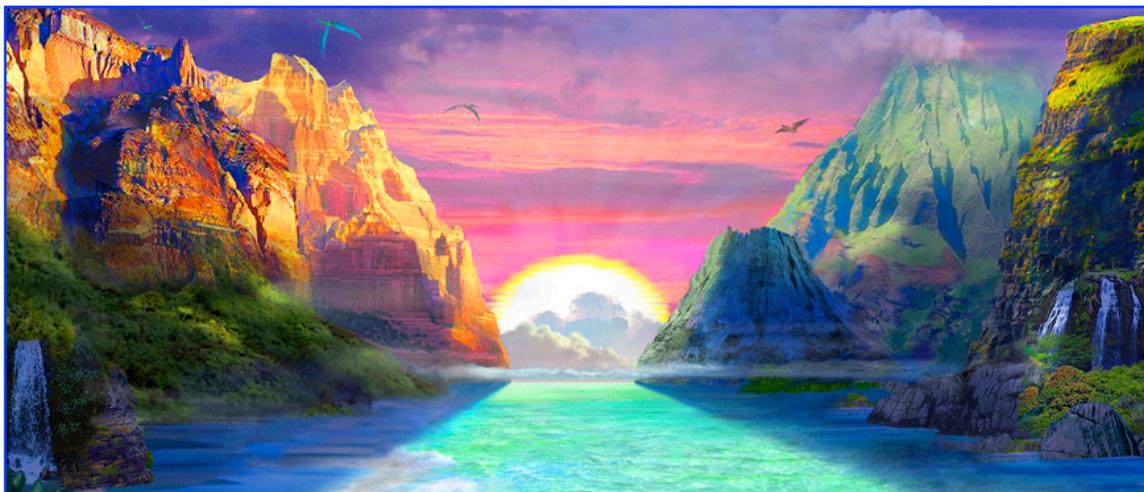




OVERVIEW

Although our characters could easily be adapted to any number of plot scenarios or formats, our ideal vision could be summed up this way:

- *The world of SAURHEADS is an Epic Fantasy realm reminiscent of the Tolkein, Narnia or Guardians of Ga'Hoole books, mixed with classic jungle adventure films like King Kong and Tarzan — while simultaneously satirizing both genres. Within this dinosaur world-that-never-was unfolds our tragicomic tale of “two star-cross’d lovers” whose forbidden union will alter the destiny of the entire SAURHEAD race.*



THEMATIC "HOOKS"

1st Hook: Hopeless Love

SAURHEADS' three main plot 'hooks' are, we believe, very strong -- the primary one being the time-tested *Romeo & Juliet/West Side Story* format: Forbidden Love that overcomes all obstacles, combined with the 'strange bedfellows' angle of *Lady and the Tramp* or *Shrek* and the class distinctions/prejudice theme of *My Fair Lady* or *Guess Who's Coming to Dinner*.



2nd Hook: The X-Factor

It turns out our lead, **SLOMO**, is not just another loser/klutz turned winner/hero. He is in fact a *mutant*—and (perhaps!) the evolutionary link between dinosaur and bird. When strange fuzzy stems keep sprouting from his arms, he plucks them out to hide affliction from others, at first ashamed and believing they're yet another sign that he's defective, a mistake of nature. But then mentors **TYGA** and **DOOL** show him the light, and convince him to 'let his freak flags fly' — his rudimentary wings ultimately giving him the power of semi-flight and gliding (which he uses as a fighting tool). The *X-Men* and *Twilight Saga* franchises are two recent examples of the proven appeal of alienated misfits with hidden powers, especially with young audiences.



3rd Hook: Soaring

The third major theme is flight -- and all that flying symbolically implies: freedom, reaching for the heights, spiritual evolution, evolution itself, or just the age-old human dream of soaring through the sky. The fact that **SLOMO** and **TULIA's** union produces, in effect, the first birds, opens up innumerable plot possibilities for sequels ("Sauheads II: Spawn of Slomo") featuring offspring who will be the first raptors to reach Full Flight.

POIGNANCY AND PATHOS:

Even though the idea of vegetarian and carnivore dinosaurs in love is comically absurd on the face of it, the forbidden romance between Slomo & Tulia, also offers opportunities for genuine emotional impact, ala' films like *West Side Story*, or *Up*. And the (entirely coincidental) world-wide growing acceptance of gay marriage, and messages of tolerance is another thematic vein that can be explored.



3-D ACTION:

Whether running, flying, swimming, leaping, dancing, or just plain ol' fighting, it goes without saying that there's unlimited potential for fast-paced dynamic action amidst breathtaking scenery on land, sea and in the air.



DANCES WITH DINOSAURS:

There are possibilities for groundbreaking musical numbers throughout, two examples being Tulia's 'jazzersize' classes for overweight herbivores and **SLOMO'S** 'raptor rap' love ballad.

Endless opportunities for clever choreography are also here, especially with the flamboyantly hued **TYGA** and **DOOL**, who are masters of their own unique 'ritual dances' — as well as their species' strange fusion of acrobatics and martial arts, known as "Thumping".



CHARACTER GUIDE

THE FOUR TRIBES



SAURHEADS

The **dinosaurs** who reside in Deep Valley. They are divided into **CHOMPERS** (carnivores) and **MUNCHERS** (herbivores). Since The Law went into effect, they have been able to coexist in relative peace for six days a week. But since they can never fully escape their roles as predator and prey, relations between members of the two families are understandably strained.



WINGDINGS

All the various **flying reptiles** (Pteranodon), who dwell primarily in the vast ranges of castle-like cliffs along the Black River. Thanks to their "upward mobility" they are free to roam the vast Outland plains whenever they get an urge to hunt for prey other than fish. However, when visiting Deep Valley they usually abide by The Law.



HUMPBACKS

The **marine reptiles** who frequent The Green Lagoon that borders the southern tip of the Valley, accessible to the ocean via labyrinthine underwater caves. Humpbacks have always considered themselves, and their realms, to be beyond Saurhead Law. But they remain fiercely devoted to their own ancient Code.



HAIRBALLS

The evolving **mammals**, who favor residence in the thickets and charred remains of a conifer forest known as Wormwood. These creepy, craven and conniving reptilian weasel prototypes are universally despised, due in no small part to their fondness for dinosaur eggs -- which they snatch from unattended SAURHEAD nests at every opportunity.

CAST OF CHARACTERS

CHOMPERS

SLOMO

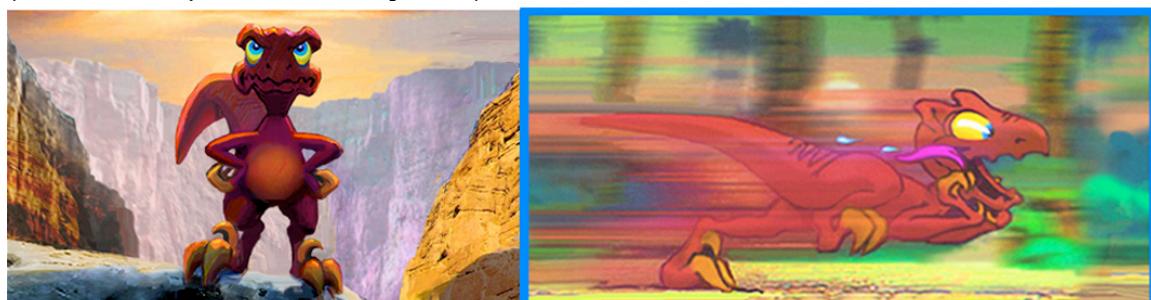
(Carnivore / Species: *Deinonychus*)



Born with a broken tail and a missing claw, **SLOMO** has always been “predatorily challenged”, which sets him apart from other Chompers. When he falls in love with **TULIA**, a member of the rival Muncher (herbivore) clan, his momentous decision to give up meat and become a plant-eater has profound implications for both families — and the future of the Saurhead race.

GRODO

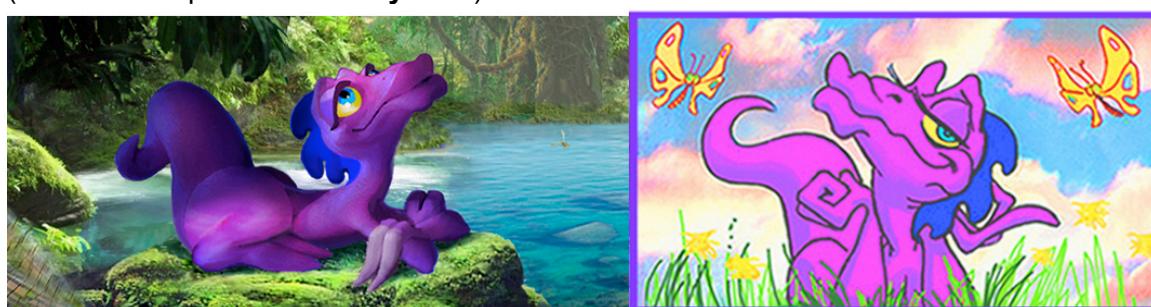
(Carnivore / Species: *Deinonychus*)



An aggressive alpha-male predator with an insatiable appetite, **GRODO** is fast but impulsive, fearless but foolhardy. At first he is dead set against his younger brother **SLOMO**'s romance with **TULIA**, especially after he learns of his conversion to Muncher-hood.

VUMP

(Carnivore / Species: *Deinonychus*)

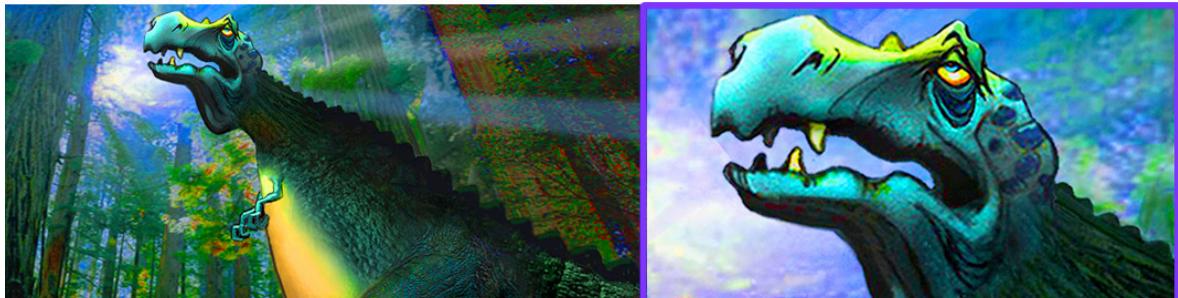


She may be a ruthless predator, but **VUMP**'s vanity would put most super-models to shame. Eons before collagen and Botox, she developed her own method of maintaining her 'bee-stung lips' -- she begins each day by poking her snout into a beehive. Romantically involved with **GRODO**, although he's a distant second to the one true love of her life — herself!

CHOMPERS (cont.)

CALIBAN

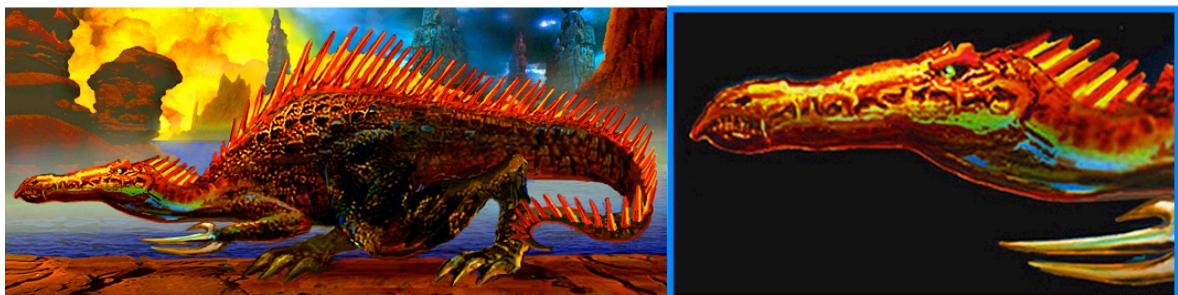
(Carnivore / Species: *Tyrannosaurus Rex*)



The King of the Chompers. Long in the tooth and fragile, he can no longer hunt for himself. But this austere T-Rex still wields enough authority to keep a tight rein on the meat-eaters in the Valley, insisting that all Chompers obey *The Law* — much to the growing displeasure of his rebellious son **BASH**.

RAZAR

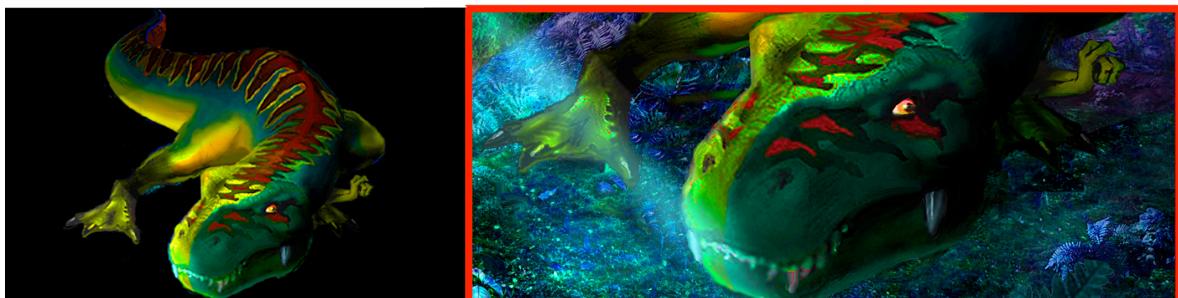
(Carnivore / Species: *Suchomimus*)



He “loves the smell of entrails in the morning” and lives for the kill. In the same weight class as a Tyrannosaur, with six-foot crocodile-like jaws and razor sharp teeth, **RAZAR** is a master hunter who runs a school for young carnivores who seek to improve their predatory skills. **RAZAR** hates *The Law*, and he was banished from Deep Valley years ago for defying it.

BASH

(Carnivore / Species: *Tyrannosaurus Rex*)



KING CALIBAN'S arrogant, morally-challenged Bad Boy son. Possessing an uncontrollable temper, he lets it out by smashing things with his powerful tail: rocks, trees, boulders -- or whoever gets in his way. **BASH** considers himself next-in-line to rule the Chompers, even though he and his father have never seen eye to eye on much of anything... including *The Law*.

MUNCHERS

TULIA

(Herbivore / Species: Hadrosaur)



TULIA is a free and gentle spirit, musical, athletic, beloved by all who know her. But she can also be headstrong and determined, something the other Munchers in the herd learn the hard way when she ignores their objections to her romance with **SLOMO**. Her closest confidant is **TRONIO**.

TRONIO

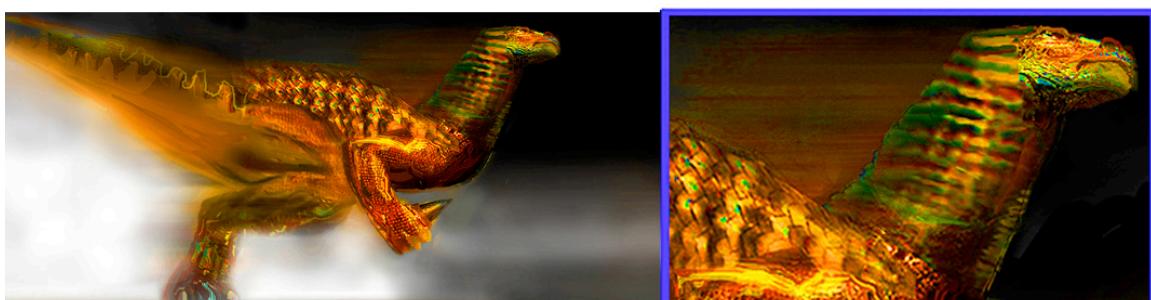
(Herbivore / Species: Torosaurus)



A veteran warrior, **TRONIO** commands the ceratopsians (horned, armored, rhino-like dinosaurs) who protect the Muncher herds from hungry predators. Also **TULIA's** closest friend and confidant; he thinks of her as a little sister. He's not thrilled about her romance with **SLOMO**, but out of loyalty to her, he doesn't interfere.

OLGON

(Herbivore / Species: Iguanodon)



A venerable leader of the Muncher herds. Like **TRONIO**, **OLGON** is also a veteran soldier (a "Knight of the Realm") and staunch supporter of The Law, with a reputation for being fair and judicious. He and mate **HUBBA** became a surrogate parents to **TULIA** after she lost her real mother and father.

MUNCHERS (cont.)

PORTENCE

(Herbivore / Species: Homalocephale)



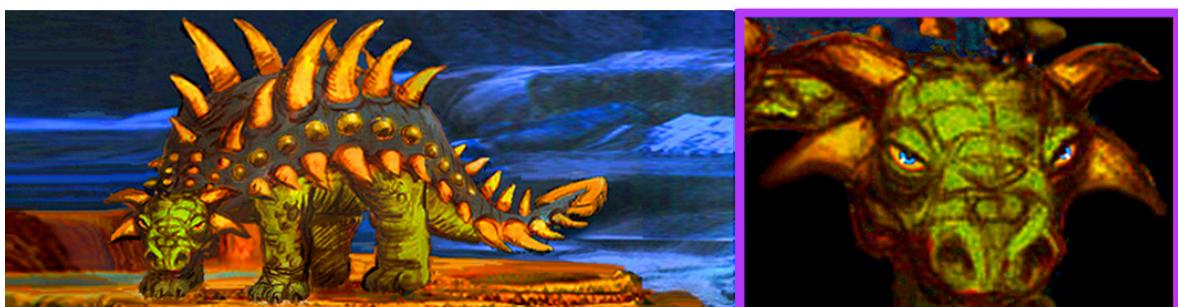
The world's only psychic dinosaur. Attuned to random future events when she 'trances out,' just about *anything* can pop out of her mouth — Shakespeare, Confucius, a TV jingle, a food show recipe...

ZELIUS sees her prophecies as evidence Saurheads will rule the world for eons to come.

It never occurs to either of them that it's not glimpses of a future *dinosaur* civilization **PORTENCE** is channeling, but a *human* civilization evolved from the lowly "Hairballs" (mammals) they so despise.

ZELIUS

(Herbivore / Species: Anklyosaur)



A zealot who considers himself a visionary, **ZELIUS** is obsessed with preserving the longevity of the Saurhead race and its place in history. An influential Muncher elder, and a Machiavellian plotter, he will do whatever he deems necessary to achieve that "greater good" — even if it requires sacrificing a few lives along the way.

TYGA & DOOL

(Herbivore / Species: Hypsilophodon)



Diminutive and slight, but uber-agile and cobra-quick, these two Muncher denizens of The Big Bamboo Forest (bamboo trees reached 250 feet in the Cretaceous) are masters of a unique form of bloodless combat called "*thumping*" — combining aerial gymnastics, diversion, and jiu jitsu. **TYGA** and **DOOL** not only train **SLOMO** in self-defense, but mentor him on the path to self-realization.

WINGDINGS

QUETZA

(Carnivore / Species: *Quetzalcoatalus*)

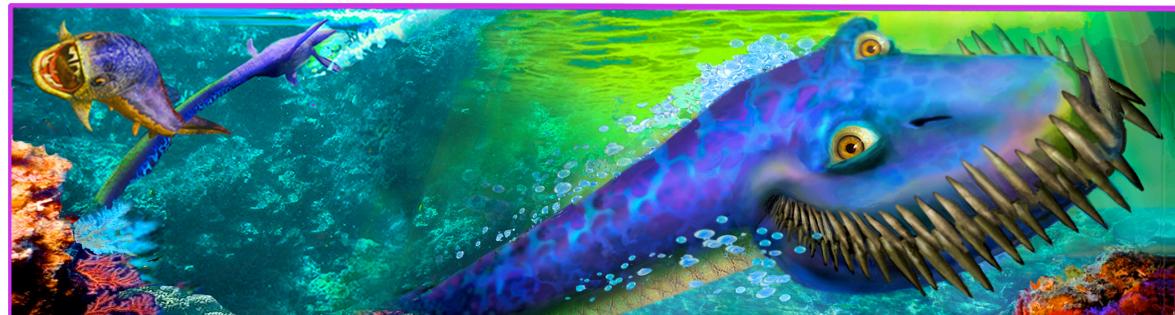


The imperious Queen of the Wingdings. Ambivalent toward the Saurheads, **QUETZA** has ordered her flock to steer clear of their affairs. But they harbor an intense hatred for **RAZAR** and his Rogue Chompers, who have long preyed on Wingdings for pure sport.

HUMPBACKS

GARLOO

(Carnivore / Species: *Thalassomedon*)



This fearsome-looking yet good-natured giant, one of the most respected of the HUMPBACKS (marine reptiles) dwells among the labyrinthine underwater caves of The Green Lagoon. In a time of need he is befriended by **SLOMO**, who risks his own neck to save **GARLOO**. According to the tenets of the ancient Humpback Code, the debt must be repaid.

HAIRBALLS

(VARIOLIS)

(Omnivore / Species: **Oligokyphus**)



The evolving species of MAMMALS who dwell in Deep Valley. Mangu, hyperactive and twitchy (with serious drooling and shedding issues) these creepy, craven and conniving reptilian weasel prototypes are universally despised, due in no small part to their fondness for dinosaur eggs -- which they snatch from unattended SAURHEAD nests at every opportunity.

(END CHARACTER GUIDE)

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NOTE: SAURHEADS character designs are constantly 'evolving'.
Updates of new visual concepts will be added regularly to our web pages.

See the complete SAURHEADS character sheets, with extensive background material, as well as the latest additions, revisions and updates, at:

www.communicomics.com/sometimes.html