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SHOW BIBLE

Intro, Species Guide, Science and Technology

LOGLINE

Love, sex and music fuel the adventures of aliens and human abductees in a flying saucer run like a cruise ship.

INTRO

Love in Deep Space is like a cross between *Close Encounters of the Third Kind* and *The Love Boat*, telling stories of relationships that form on an alien spaceship full of abductees from different eras. This animated sci-fi rock musical explores love and sex across time, space and species. It's a dramedy, containing humor and plenty of emotional connection.

THEME

All motivations and actions in the series can be traced back to one root cause: **Love...** The search for love, unrequited love, sex, puppy love, cheaters, revenge dresses, soulmates, lies, dysfunction, lust, blackmail, memory wipes, sex dungeons, divorce, polygamy, jealousy, alien sex, alien hybrid babies, time travel, lost love, new love, forbidden love, weddings, bondage, sexting, inter-species love, androgyny, hero worship, kinky sex, test tube babies, awkward dates, bad pick-up lines, unquenched desires, mating for life, meeting the parents, flirtation, perversion, virginity, first dates, messy breakups, make up sex, end of the world sex, fetishes, heartbreak, turn-ons, turn-offs, and more.

SPECIES GUIDE

GRAYS

The grays explore cultures across the galaxy. They use radio waves to find planets with the best music, most entertaining broadcasts and highly evolved pop culture. Grays are classic nerds - excited by pop culture and science. No matter what their job is, they are all scientists - and fans - at heart. Earth is their favorite, and Grays often adopt/emulate Earth culture and styles from various eras and trends.

Grays actually do probe humans, extract DNA and mutilate cows. But their motives aren't sinister. They are master geneticists, overseeing many hybridization programs involving numerous species. They are always looking for ways to improve themselves. Extracting human embryos doesn't seem cruel to them, because their own species' reproduction is similar to kangaroos...a tiny fetus emerges before it's ready to be born, and is grown in the nursery. So, extracting human fetuses to grow in a lab seems normal. Grays can also interbreed with humans, due to their advanced DNA manipulation that has been going on with humans for hundreds of thousands of years. Grays' reproductive organs are hidden under their skin, appearing when needed through a cloaca slit. When revealed, they are surprisingly sexy.

Grays' diets are full of dairy products - hence the attraction to cows. Gray ships maintain an entire deck full of cows (C Deck), because they love gourmet cheese and strawberry ice cream. They are drawn to foods that are creamy, soft and liquid. Their systems can't handle any crunchy foods or meat.

The Gray homeworld is in the Zeta Reticuli binary star system, 39 light years from Earth.

SSSKIONS

The Ssskions are a reptilian race, based on chameleon anatomy. The show's bad guys are as funny as they are threatening. They change color with their moods, and their eyes are large, operating independently of one another (so they all look a bit like Marty Feldman or Cookie Monster). Their tongues are long and sticky, and can shoot out of their mouths to catch a fly, grab a pen or pick up a cup of coffee. They are bullies, but incompetent ones.

They are known throughout the galaxy as being annoying and passive aggressive, preferring rude hologram interruptions and displays over actual, physical encounters, which could put them in real danger. Their hologram technology is the best in the galaxy. They are even more annoying because of their toxic narcissism. It's all about them.

The Ssskion homeworld is Draco 9 In the Alpha Draconis binary star system, 310 light years from Earth. In ancient times (including when the pyramids were built), Alpha Draconis was the North Star. A few reptoid alien species hail from this system, and all of them make fun of the Ssskions.

KRAKENITES

Originally from Europa (Jupiter's "water world" moon), Krakenites are the ancestral race of Earth's octopuses. They share many of the same features: blue, copper-based blood; three hearts; toxic ink squirting. They have brains in each one of their tentacles, allowing each arm to think and work independently of the others, so they can do several things at once.

Upon reaching maturity, Krakenites can opt to become infused with Artificial Intelligence. AI-infused Krakenites can form physical/mental bonds with computer software and other forms of technology, and are known across several sectors for their tech expertise, which is intuitive, predictive and visceral. Because they are linked with the technology in such an intimate way, if a system has a glitch, they feel it. Diagnostics and repair recommendations are swift and usually accurate. Krakenites are masters of disguise and can shape shift and also move their invertebrate bodies through tiny openings, thus enabling them to do intricate repair work on hardware.

The Grays and Krakenites are allies, and most of the Gray's Galaxy-class starships are equipped with an Aquarium Headquarters (AQHQ) headed by an AI-infused Krakenite who is the ship's Tech Chief. Krakenites are most comfortable in water, but can move about the ship - or on land - wearing a water-filled helmet. Because their biological link with technology is so intimate, AI-infused Krakenites are devoid of emotions, which could backfire and sabotage the system.

SEA MONKEYS

The species was born from a science project. A disgruntled 10-year old boy genius in Sheboygan, WI, who had ordered sea monkeys from a comic book, was upset to learn they were merely brine shrimp, and nothing like the happy, social creatures in the ad. The child, Derrick Schmitz, set about correcting the disparity by bonding the DNA of a brine shrimp and a pygmy marmoset to create a "brimate," a tiny, hairless aquatic monkey, capable of thriving in saltwater or freshwater. From there, he increased the brain capacity through infusing cloned gray matter from the British royal line that he obtained through another comic book ad. This resulted in the creatures' signature "organic crowns," but also gave the whole species a haughty attitude, an overactive sense of duty, and a British accent.

Derrick Schmitz became a billionaire when he began selling REAL Sea Monkeys. Schmitz used his fortune to purchase Lake Michigan, and create a Sea Monkey sanctuary. Inevitably, however, children around the world began releasing them, flushing them and spilling them into Earth's water systems, where they swiftly migrated to the Thames and were labeled an "invasive species" by the British tabloids. The Sea Monkeys, however, petitioned for citizenship and a seat in the House of Lords. The debate rages to this day.

Sea Monkeys are capable of breathing in water or on land. They are comfortable swimming or walking.

HUMANS

The grays are able to abduct humans from any Earth time period and any location. Most are part of the Catch-and-Release experimentation program, but a few are chosen as "Guests," to remain onboard for a

period of months (usually six) for more detailed cultural and interpersonal study. Each new season will feature new abductees, and at the end of each season, many of the guest abductees will be returned home. However, some humans, for various reasons, will stay onboard the ship as permanent guests, season after season.

As advanced as the Grays are, we realize that humans are more advanced in some areas. Human Sound Technology is far advanced, and the Grays are very jealous of the human ear - so intricate and receptive. Humans also make the best music in the galaxy.

*Coming in Season Two: **Mantises***

SCIENCE AND TECHNOLOGY

GSS Rhapsody

The Galactic Starship Rhapsody (the Rhapsody, the Galactic Rhapsody, the GSS Rhapsody) is the featured spacecraft in our series, where most of the action takes place. The ship's primary mission is cultural exploration and protection of the Earth Sector. From the outside, it looks like a very big, window-filled, classic flying saucer. Inside, it's structured like a cruise ship, and operates similarly. There is a pool, a spa, a theater and more. The most popular hangout is Club Nova, a restaurant/bar that has an entertainment stage and features Karaoke Night four times a week. There is also a Burger World fast food restaurant.

The Lido Deck is actually the ship's Probe Lab, disguised by a holodeck entryway that looks like a fantastic Mall of the Americas with fun amusements and activities. Humans are excited to get their turn on the Lido Deck, and later, can't remember the deception.

The Rhapsody also includes "C Deck," where cattle and other food resources are kept. There is a Housekeeping section for the maintenance crew, who make and distribute towel animals, among other duties.

SCOUT vehicles

While the Rhapsody is equivalent to a Mother Ship, smaller vehicles make trips to the surface or lower atmosphere of inhabited planets. These are called SCOUTs (Space Cab Orbital Utility Transport). The ship that crashed in Roswell was a SCOUT. The ships that people report seeing are usually SCOUTs. The Rhapsody has three SCOUT ships in its Landing Bay.

SCOUTs can be piloted by one or two Grays, but often have a crew of five. They have a secure cargo bay on the bottom of the ship, near the Abduction Beam portal. SCOUT pilots can switch on the Abduction

Beam, using it to lift things/humans/cows into the ship or lower them back onto the planet's surface. The SCOUT Cargo Bay air is laced with Fog (renders the abducted unconscious).

A few decades ago, a young gray named Danksy discovered she could program the "Return" Abduction Beam to push down tall grass, and created the first work of art that humans call "crop circles." Since then, the Grays have staged several crop art shows. England is considered their Art District.

Abduction Technology: The Picker and Placer, and the Time Warp

The Grays' abduction technology is advancing, and the newest system hinges on the **Picker and the Placer**, overseen from the Lido Deck. They are separate machines with a dial radar that can be set to any time and location, linked through the Time Warp. Hit the big read button on the Picker, and Grays can suck abductees into the ship from any time period and location they choose. The Placer allows the Grays to replace the abductees back to their proper time stream the same way.

Time Warps operate through small satellites orbiting each planet where abductions occur. It's a tiny black, undetectable device orbiting Earth beyond the moon. They are like cell towers that enable time travel with the Picker and Placer technology. It is important that they remain secure, to enable abductees to be extracted and returned from their native time streams - and also, to prevent enemies from tampering with the planet's history.

This is new technology aboard the Rhapsody. For decades, the Grays have been doing onsite, in-atmosphere abductions. They can still do those, but this advanced technology can expedite more abductions and returns, with less risk to the crew. Of course, as with any new technology, there are those who love it, and those who hate it. And there will be problems as with any new system, leading to chaos and comedy.

Memory Wiper and MemoryNet

Memory wipes are critical for the success of the Gray's human studies. After a Lido Deck probing exercise, abductees are put in a recovery pod, which includes a memory wipe. But the technology is also available in a small, portable device that looks like a slightly glowing handkerchief. Simply wipe the human's forehead with it while thinking of the memories you want eradicated and – voila. (This only works if you are a Gray.) The portable memory wipe hankies and the memory wipe recovery pods are both activated through a vast network (similar to wi-fi) that enables and stabilizes the memory wipe technology aboard the ship and on all planets where abductions occur. Without this, memories of the Gray's activities would be fully restored to all abductees.

The Memory Wipe network (**MemoryNet**) server is attached to the Time Warp satellite. This single satellite enables the Grays to abduct and replace humans from any location and any time period in history. It also enables them to maintain the memory block of their actions on a planet-wide, timeline-wide scale. GETH (Grays for the Ethical Treatment of Humans) is just one or several organizations that would like to locate and sabotage this satellite.

Probe Lab and Sick Bay

Hidden behind the GSS Rhapsody's Lido Deck holographic façade is the Probe Lab. Humans are routinely rendered unconscious and subjected to various probes and medical procedures. Sometimes, DNA and reproductive material is extracted. Sometimes tiny tracking implants are installed. Occasionally, alien hybrid pregnancies are initiated only to be extracted later, without the mother's knowledge. This is the dark side of Gray/human interaction, done without malicious intent (except for Grapple - she loves it), but nonetheless terrifying. Memory wipes prevent the humans from remembering any of it.

Behind the Probe Lab, connected by a door, is the Rhapsody's Sick Bay (medical center). Its front door is clearly marked and a normal part of the ship, accessible to grays, humans, or anyone who needs medical attention. Lewie and Nurse Grapple run the Probe Lab and the Medical Center, so they have to go back and forth, through the door without letting the regular human patients figure out what's going on behind the door connecting to the Probe Lab.

Hybridization / Gene-Splicing / DNA Editing

The Grays are highly advanced at DNA manipulation and hybridization. Their hybrid programs have been under development for centuries. They have learned how to make almost any species receptive to the DNA of almost any other species, so they can create hybrid breeding programs for wildly different species. They love improving their own genetics, and are working on getting cool hair and more fingers, to improve their guitar playing.

Rosetta Chip

Grays implant these tiny, microscopic "universal translator" chips into abductees and others they encounter, to enable easy communication between species, across timelines, and even with non-verbal entities. Everyone hears the language that they are most attuned to. This is why we hear all of the show's dialog in English.

AQHQ (Aquarium Headquarters)

All ships within the Grays' GSS fleet are equipped with an AQHQ, headed up by an AI-infused Krakenite. Krakenites, ancestors of Earth octopuses, which are infused with Artificial Intelligence can form physical/mental bonds with computer software and other forms of technology, and are known across several sectors for their tech expertise, which is intuitive, predictive and visceral. Because they are linked with the technology in such an intimate way, if a system has a glitch, they feel it. Diagnostics and repair recommendations are swift and usually accurate. Krakenites are masters of disguise and can shape shift and also move their invertebrate bodies through tiny openings, thus enabling them to do intricate repair work on hardware.

Because Krakenites are most comfortable in water (a conductive fluid), their headquarters is a giant aquarium. The office is totally submerged. There is a hatch on the ceiling, and a decompression area where no water is present, where folks can enter and leave without disturbing the environment. Krakenites evolved to be able to roam outside of water as long as their head is enclosed in a sea helmet.

SounDrive

Sound Drive (SounDrive) is an emerging technology for the Grays, still being developed and not yet implemented within their fleet. Roswell, the Rhapsody's Chief Culture Officer, and a Musicologist, heads up the SounDrive R&D program, which is based on Earth's superior sound technology. The goal is to create ships which can be powered, shielded and defended - all by sound waves.

By understanding the power of decibels, hertz, frequencies and harmonics, Roswell is leading the development of a SounDrive system that will soon include:

- **Propulsion Systems** capable of moving ships through space (easily at the speed of sound, or at the speed of light by attaching the sounds to radio waves)
- **Defensive Shields** utilizing sonic levitation technology. Since sound particles (phonons) actually fall UP, because they are anti-mass/anti-gravity particles, they can power and maintain force fields around the ship, or any other body equipped with the technology
- **Wellness Enhancers:** Positive harmonics, beautiful musical and acoustic therapy can provide a sense of well-being and happiness onboard, and also increase growth in plants, make food taste better, help heal wounds, etc. The ship's spa gets a soundwave bath installed.
- **Weapons:** Roswell does NOT like the idea of music being used as a weapon. Still, *The Bass Cannon* could be a powerful and destructive weapon, capable of tearing apart whole ships. Worst case scenario, a large one could shake apart a planet, especially a rocky planet. On a smaller scale, a *Sound Gun* can be set to stun, to deafen an enemy, or to stop a heart with the right bass frequency.

When the Sound Drive is activated, we hear it. It reinforces the dedication to music and culture that drives the Grays in all they do. In the final episode of Season One, this new technology saves the Rhapsody, and the Earth.

SSSKION TECHNOLOGY

Holograms

The Ssskions have the best hologram technology in the galaxy. They love being able to taunt and bug people from remote locations without putting themselves in any real, physical danger. They can project hologram transmissions up to 60 light years away. So passive aggressive – and annoying. Singing holograms are their taunt of choice.

Science Translator

The Ssskions invented the Science Translator because, frankly, they don't always understand transmissions they intercept from smarter races. Sometimes, they don't even understand their own science reports, and the Science Translator can put the technical details into plain talk. Every Ssskion ship has one built into its computer systems.

Ssskion Attack Fleet

Ssskion ships look like giant, metallic flying Ssskions. All of their ships are considered part of the Attack Fleet, because they value the macho label. Even their Chamazon package delivery ships are part of the "Attack Fleet." So, the Attack Fleet isn't very effective.

