

CAPTAIN ZED AND THE ZEE ZONE

BIBLE

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Captain Zed and the Zee Zone

Bible

Introduction

There are always children dreaming somewhere in the world, and some of them will always need help. DREAM PATROL are open 24 hours a night, and giving help is their business!

At DREAM BASE the dreams of every child in the world are watched over. If a child from any dream cries out for help, then the nearest Dream Patrol are immediately called into action. Each week we join Dream Patrol 12A, crewed by CAPTAIN ZED and his Dream Team. Their mission - to fly into problem dreams and help out in any way they can, bringing the dream back on course for a happy ending.

There is nothing more reassuring for a child than to see CAPTAIN ZED's pillow shaped Dream Ship coming to the rescue. Unfortunately, two other creatures have other ideas. Snort and Mutter are the NIGHTMARES. They like nothing better than making life impossible for CAPTAIN ZED. Their ultimate aim is to take over Dream Base, turning it into NIGHTMARE BASE.

The show infers that DREAM PATROL are as well established as Father Christmas or the Tooth Fairy. Unfortunately many children watching the show for the first time may not remember ever having dreamt about DREAM PATROL. Hopefully this state of affairs will have changed by the end of the first series.

It is impossible to describe the characters or stories of DREAM PATROL - The Series in any detail, without first explaining DREAM PATROL - The Organisation. With that in mind, the DREAM PATROL BIBLE is laid out as described below.

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DREAMLAND

Dream Base is a vast yellow building set high in the sky above Dreamland. Sitting in a large white cloud it looks like between an American Police Precinct and an Inca Temple. From here all the children's dreams are monitored, and all 50 Dream Patrols are despatched and tracked.

The largest area in Dreambase is the 'Dream Hall'. It's walls are covered in monitors showing the dreams of every sleeping child in the world.

Dream Base is run with military precision by the COMMANDER. The COMMANDER has many helpers. The tracking of Dream Ships and monitoring of dreams is a job left in the capable hooves of the DREAM SHEEP. (In Dreamland you can always count on a sheep).

At the far end of Dreamland swirls STORM BASE. An evil black cloud, forked by lightening and lashed by rain. It resembles a dark gothic castle made from tendrils of midnight blue cloud deep in the heart of a terrible storm. From here, the NIGHTMARES, better known as Snort and Mutter, set out to wreak havoc in Dreamland. It is up to the Dream Patrols to stop the nightmares before they go too far.

One dream patrol in particular has become the sworn enemy of the NIGHTMARES. This is Dream patrol 12A, led by CAPTAIN ZED. ZED is the most unpredictable, caring, eccentric, childish, undisciplined, best and shortest Captain in the force. The commander never knows whether to sack him or praise him. What probably tips the balance in ZED's favour is that he is requested by more dreaming children than any other Captain on the force.

So every week, it is with this highly trained force of figments that we fly into the imaginations of children everywhere. This is a dangerous environment for CAPTAIN ZED. Unlike human 'adults', Dream Teams cannot wave away a child's concerns with platitudes and a conciliatory pat on the head. No, they have to face children's fears and problems on a child's own terms, in a world of the child's own making. It is in this setting that the NIGHTMARES and CAPTAIN ZED pit their wits against each other. With the NIGHTMARES trying to make a dream worse, and CAPTAIN ZED trying to save the night yet again.

DREAM BASE

Dream Base is the main set of the series. It is here that all the good guys live, work and eat. It is a world unto itself. Dream Base is divided into four main areas. From top to bottom they are:

1. THE CANTEEN : This is at the very top of Dream Base. The crews go here to meet and relax.
2. THE COMMANDERS: Looking down on the Dream Hall, the OFFICE. OFFICE Commanders office is directly below the Canteen.
3. THE DREAM HALL: The main area of Dream Base. From here all children's dreams are watched over.
4. CLOUD PORT: The lowest section of Dream Base. From here the Dream Ships arrive and leave.

1. THE CANTEEN

Dream Patrols and Dream Sheep socialise in the canteen between shifts. The canteen is the highest area in Dream Base. It resembles an airport waiting lounge with long glass windows affording a panoramic view of Dreamland. If you look down from the canteen, you can see the runway below.

The canteen is decorated with a number of incongruous objects picked up by the various Dream Patrols from children's dreams.

In the middle of the canteen is a large rectangular opening in the floor. A viewing rail runs around it. You can lean against the rail and look down into the Dream Hall below. A fast moving lift runs down the outside of the building linking the canteen with all three areas below.

2. COMMANDER'S OFFICE

The Commanders office is also the Control Room. It is attached to the ceiling of the Dream Hall, directly below the canteen. It has a slanted window running round the three walls looking out over the Dream Hall.

Around the walls are clocks, evenly spaced, showing all the time zones of the world. A number of sheep sit on swivel chairs collating information. The Dream Sheep work at a desk running round the three windowed sides of the Office.

LARRY THE RAM operates out of this office. He reads out announcements over the P.A. system to the sheep on the shop floor. He is the Commanders mouthpiece to the forces.

The room has a feeling of 'Mission Control' about it. This is re-enforced by Larry's dead-pan Houston drawl.

The Commander sits in a large chair at the back of the room. However, he is usually found standing behind Larry with a cup of tea in hand.

3. THE DREAM HALL

The Dream Hall is vast. It is the largest area of Dream Base. It looks like a cross between a cathedral and an aircraft hanger. Layers of mist hang in the air adding to the feeling of size.

At first glance the walls seem alive with flickering colour. On closer inspection we see that TV monitors cover every inch of wall space. The walls are filled with the dreams of children from all over the world. As Britain wakes up, a large area flickers into darkness. As America goes to sleep, a wave of colour sweeps across another section of wall. Dream Patrol are in business 24 hours a night.

It is from here that all the positions of all 50 Dream Patrols are plotted. If a red light flashes underneath any dream then it's ACTION STATIONS! The nearest Dream Patrol is informed and must get to the dream as quickly as possible.

Imagine the air traffic control room at JF Kennedy Airport. Rows of intense young people in white shirts plotting and fixing the flight paths of hundreds of

aircraft. Quiet authoritative commands beamed around the globe, orchestrating a near blind ballet in the sky. Now take out all those young people and replace them with dinner ladies.

You now have a better understanding of the Dream Hall. These helpers are of course, not 'dinner ladies' but sheep. Most of them sit on extendable chairs, moving up and down the walls with clip boards. It is their job to spot a flashing light underneath a dream.

The remaining sheep work on the ground. They push little models of the 50 Dream Ships around a massive map of Dreamland using little croupier sticks. The scene resembles an 'Operations Room' for the Air Force during the Second World War. Each of the model Dream Ships has a flag attached showing it's number.

The map of Dreamland is made out of a patchwork quilt. The areas of Dreamland are therefore referred to by the material in that 'patch'. "Dream Patrol 18, head for patch Blue Silk, repeat Blue Silk. Chase Dream in progress".

4. CLOUD PORT

Below the Dream Hall is the Cloud Port. It is from here that the Dream Ships arrive and leave. They land on a red carpeted runway that projects out of Dream Base. It is lined with small bed side lamps to mark the landing strip. The Dream Ships skim along the carpeting, coming to a stop within Dream Base.

Dream Ships have no wheels. They cannot leave by the same route. Instead they are unceremoniously pushed out of a hole in the floor. The ship free falls out of the cloud holding up Dream Base. The ship will then engage 'feather drive' and break out of the dive.

5. STORM BASE

In Storm Base live the two villainous Nightmares, SNORT and MUTTER. Storm Base resembles a gothic castle spun from the darkest dankest cloud in Dream Land. From here the Nightmares monitor children's dreams and the goings on at Dream Base.

Their equipment is less sophisticated than Dream Base. They only have one battered old monitor. It constantly has to be retuned to pick up different dreams. Snort is always making Mutter move around with the aerial to get a better picture.

In order to make life inside a Storm Cloud even half bearable, an intricate drainage system has been created. All manner of old pipes and guttering have been strung together in a near fanatical attempt to stop the drips. Buckets hang and sit everywhere. Drips 'plop' in every note and key from every corner of the room. The piping makes the interior very metallic and hard, in contrast to the soft dark exterior.

Snort and Mutter are usually found around a big table with one of Snort's plans laid out on it. Other past plans can be seen strung between rusty pipes. A single bulb in a cracked shade illuminates the table and allows the pipes to throw a number of terribly dramatic shadows. (A positive must for any villains lair).

DREAMS

A child's dream has a momentum all of its own, not easily altered by outside forces. CAPTAIN ZED cannot just waltz in and take charge, changing the dream as he sees fit. To influence a dream, he has to play by the dream's own rules. For example Richard Johnson (aged 10 1/4, Liverpool) once dreamt that he was being chased by 10 Eight Foot Tall Killer Bunnies from Outer Space. CAPTAIN ZED stopped them by dropping Grade A carrots in their path from his Dream Ship. Even Killer Bunnies can't resist Grade A carrots.

As with all dreams, no matter how ludicrous the situation, the dreamer takes it all for granted. Paul Appleby, (6 1/2, Acton) found that he couldn't slide down the bannisters at home without paying a little man at the top for a ticket. Rather than question the situation, Paul simply checked his pockets for loose change.

Finding a lady selling tickets to bounce on his bed, and an usherette with popcorn refusing him entrance to the TV in the living room did nothing to break the spell.

A happy dream tends to be a dream in which the dreamer feels in control. A horrid dream usually involves a passive victim, guided and frightened by events. DREAM PATROL gives the dreamer the courage to turn the dream around, helping him or her to take an active defiant role and, in controlling the dream, come out on top. (Just like real life eh?).

For a Dream Team it is important to know what kind of a dream they have entered. This is determined using a "Dreamulator". A Dreamulator is the size of a calculator and gives the following information. (in this case, bad news!)

MONSTER FACTOR	7
SCARE FACTOR	10
EMBARRASSMENT FACTOR	00
FUN FACTOR	-4

It also beeps when Nightmares are close.

Unlike the dreamer, CAPTAIN ZED and his crew live in Dreamland. So for them the dangers confronted in children's dreams are real dangers. What they have on their side is experience and cunning, coupled with an unlimited amount of props and equipment stored in their back packs and Dream Ship.

The powers of the NIGHTMARES are also limited. They never start fires; merely fan the flames. Alexander Gibbs (Age 10) dreamt that he forgot his words on stage in front of a million people. He tried to run off. However the NIGHTMARES had tied a double knot in his laces and then superglued his shoes to the stage floor.

The time element can often prove crucial in a story, as all Dream Patrols and Nightmares have to leave a dream before the dreamer wakes up. If they don't, then they disappear like the dream itself!

Items can be taken away from dreams by Dream Patrols. After a swamp dream, a ship may return covered in clinging vines. Or a shark may still be hanging onto the back of the ship after a chase dream.

Dream Base canteen is cluttered with strange items and trophies from past dream missions.

An awkward question answered.

Q. Do Dream Patrollers have dreams?

A. Do fish have baths?

DREAM SHIPS

Dream Ships look exactly like pillows. The front grill resembling the vertical blue stripes of an inner sheet. A glass dome in the centre of the craft protects the occupants from the elements. This can slide back completely or rest half way.

Dream Ships can reach speeds in excess of 30 winks. (No craft has ever been known to exceed 40 winks). The Ships run on pink feathers. These can be seen leaving the craft during periods of high acceleration.

Running out of fuel in Dreamland could prove dangerous. Dream Teams are therefore strongly recommended to "re-fluff" before each mission.

A Dream Ship has dual controls. The pilot and co-pilot sit next to each other at the front of the craft. A large red ball on a springy wire projects from the dash board in front of each pilot. The ship is steered by grabbing the ball and moving it left, right, up or down, much like a joy stick. Rapid acceleration is achieved by poking the ball with the index finger.

In-between the two steering balls is a small monitor, set flush into the dash board. This is used for visual contact with Dream Base. Usually Larry or the Commander. It can also be used to up-date a patrol on a mission 'en route'. Using standard video re-wind and playback technique, the Commander can show edited highlights of a child's dream. This can be used as a fast scene setting device. Giving both Captain Zed, and the audience the 'story so far' before Zed enters a dream.

A Dream ship usually has a crew of two. But can seat four quite comfortably.

GOODIES V BADDIES

The aim of every Dream Patrol is to set dreams back on course for a happy ending. If the Nightmares are involved, then they have to be unmasked and chased from the dream.

Each Patrol member has a pillow shaped back-pack containing a limitless supply of different costumes and artifacts. In this way they can always go under-cover and fit into any child's dream.

The Nightmares are two creatures called Snort and Mutter. They fly around using small bat like wings at the base of their heads. They are shaped like plup teardrops.

The Nightmares never dress up. They have an extra ability. A Nightmare can change completely. All that remains the same are their dark glasses and distinctive voices. One minute they are two evil witches, then in a puff of pink smoke, they've become man eating plants! Watch out for those dark glasses.

Whilst enjoying nothing better than making a bad dream worse, their ultimate aim is to over throw Dream Base, turning it into Nightmare Base.

To this end they may try any number of plans. Stealing Dream Ships, bribing Dream Sheep, creating Dream Monsters, kidnapping ... etc. Captain Zed is Snort's sworn enemy. He hates him more than any other Dream Patrol Captain.

The Nightmares so not have to appear in every episode. The danger may emanate purely from the child's own imagination. NASTY NORMAN, the child who enjoys horrid dreams being a case in point.

The Nightmares move around Dreamland in a small storm cloud, about the same size as a Dream Ship. Their heads poke out of the front as it zooms along. Lightening leaves the rear, sounding like an old car back firing.

CAPTAIN ZED & HIS CREW

DREAM PATROL 12A

CAPTAIN - ZED
TRAINEE CAPTAIN - P.J. (Acting Radio Officer)
CAPTAIN'S CAT - SPRING

If the COMMANDER were a school master, then CAPTAIN ZED would be the class buffoon and the star pupil. He would arrive late for a test, but finish it early. He would need admonishing and praising at exactly the same time. To try and make sense of CAPTAIN ZED's character is a mistake. He has managed to join two extremes and create a circle of confusion. For his crew there is only one way of coping - total trust. P.J. finds it, loses it, then finds it again. SPRING is a cat; total trust comes easy.

P.J. is a rookie in training for her Captain's badge. Though inexperienced, she always wants to be the first into the fray. She possesses that sense of boundless enthusiasm for action and danger that marks the short lived.

P.J. always wants to tackle a problem head on. But CAPTAIN ZED usually finds a far more unusual route. He constantly supprises her with his ideas. She may question them at first, but later fiercely defends them in front of others.

SPRING the cat is everyone's favorite. He acts as a retrieval system, fetching any item from the DREAM SHIP or CAPTAIN ZED's back pack.

CHARACTERS

THE GOODIES

Below are listed the main players of Dream patrol. As there are 50 different Dream Patrols, there will always be scope for new characters and guest appearances. Each Captain has a pet who acts as a retrieval system for items in his or her back-pack.

Each episode will be about the missions of Captain Zed. Other Captains and characters will only be introduced to further or hinder Zed's progress.

CAPTAIN ZED

Rank	- Captain
Favorite colour	- Red
Favorite food	- Banana Sandwich
Accent	- Terribly English

Captain Zed is the runt of the super hero litter. He is the best and worst captain on the force. Like any other organisation, Dream Patrol has a Rule Book. There is a right way to proceed and a wrong way to proceed. Captain Zed has found a third way. He takes the wrong route to the right answer.

A Dream Patrol Captin should be 'responsible' and behave in a 'commanding and adult manner'. Captain Zed is none of those things. He may be an adult on the outside, but inside he's still a child. That is the secret of his success. Captain Zed is a professional ten year old. He has had a life times experience at being ten, and has become very good at it indeed. In this way he is a natural for understanding children and their problems, whilst at the same time annoying the Commander intensely.

Captain Zed is a natural survivor. he relies on native wit and ingenuity. What on first sight might appear to be impetuous foolhardy actions, usually lead our hero in the right direction.

He is constantly in danger of loosing his badge. It is only his impressive record that saves Zed from the full extent of the Commander's wrath.

He is easily distracted. The Dream Ship may be attacked by 15 Killer Bunnies, but if Captain Zed's mind is on writing his speech, then Killer Bunnies will have to wait. He has a habit of springing into action at the last minute, issuing a string of orders.

CAPTAIN ZED

Spring, fetch me 15 Grade A carrots!
P.J., inform Dream Base of our problem!
Richard, stay asleep!
I'll say please later!

He always ends a round of orders with "I'll say please later!". He also has a habit of double emphasis when asked to confirm a point.

I do indeed, indeed I do!
I did indeed, indeed I did!
I don't indeed, indeed I don't!

He is a terrible pilot. His standing starts are legendary. When starting up the Dream Ship he always shouts ...

Hooooooooooooooooold tight!

Then with an evil grin and knowing look to camera, he gives the acceleration bobble a sharp poke with his index finger. No matter how tightly the crew hold on to one another, they always end up in a heap at the back of the craft as the ship shoots off at incredible speed. With the ship accelerating away out of control, Zed has to scramble back as quickly as he can to the controls, fighting the G-force all the way. He reaches the Joy Stick just before hitting something; usually Dream Base.

On meeting any child for the first time in a dream he always produces his badge. His opening line is always the same.

Captain Zed! Dream Patrol!

Some children have never heard of Dream Patrol; others have. Some even remember Zed from previous encounters. Others look annoyed, and ask where Captain Flannel is.

He has a never ending supply of Banana sandwiches. He'll eat them to help him think and to relax. He also offers them to people and children at the oddest of moments.

SPRING

Captain Zed's faithful cat who barks. Spring lives in Zed's pillow shaped back-pack. His job is to find any item needed from inside the back-pack in double quick time. (Sometimes even before Zed has asked for it).

Though small from the outside, the back-pack holds a limitless supply of items. Sometimes when Captain Zed calls Spring, we can hear him running for quite some time over various terrains before he pops his head out of the back-pack, panting.

SPRING always knows when a Nightmare is about; he can smell them in the air.

Spring cannot talk, he can only bark. Apart from this minor handicap, he's probably as intelligent as anyone else in the show.

Spring rarely leaves the back-pack.

P.J.

Rank	- Acting Radio Officer (Trainee Captain)
Favorite Colour	- Blue
Burning Ambition	- To be a Captain
Accent	- Very American

P.J. sits on Captain Zed's left in the front of the Dream Ship. She is a 'rookie' in training for her Captain's badge. She is American, impulsive and overly enthusiastic. She wants to appear hard and tough, but never quite manages to pull it off.

She is more practical than Zed, but less intuitive. However she recognises this in herself and is always learning from Zed, and her own mistakes. Out of all the characters in the show, she is the closest to understanding Captain Zed.

But even P.J. can become exasperated with Zed. When her impulsive side takes over she can storm off to solve a dream the way she thinks fit; with varying results.

She enjoys using slang words and nick names. It makes her feel tougher. It is also a contrast to Zed's very British attitude.

P.J. is the 'Acting Radio Officer', this means that she keeps Dream Base informed of their progress, and relays any messages from the Dream Sheep. Being Radio Officer gives P.J. a chance to use her 'hip' banter on the radio.

P.J.
C.D. in Prog; D.P. 12A goin' flip side!

Captain Zed
I beg your pardon?

P.J.
That's a chase dream in progress!
And we're going in! Get on with it Cap!

THE COMMANDER

The Commander never leaves Dream Base. He is nearly always holding a cup and saucer. The Commander is a great tea drinker. He stays in the Control Room with Larry the Ram. He has a very short temper, though his bark is far worse than his bite. The Commander likes order and discipline. Captain Zed is turning him into a nervous wreck. At the very mention of his name, the Commander's cup and saucer begin to rattle uncontrollably. It is a constant mystery to him that Zed always comes through in the end. Though he'd never admit it, the Commander has a sneaking admiration for Zed.

The Commander appears to be a blustering old army type. But he does have surprising moments of insight.

DREAM SHEEP

All the sheep work at Dream Base. There are no sheep out on patrol in Dream Ships. There is nothing Sheepist about this. It is a well known fact that sheep hate flying.

They take their jobs at Dream Base very seriously. They monitor children's dreams and plot the positions of Dream Ships on a Patchwork Quilt map of Dreamland. Though they are obviously sheep, they have never been known to admit to the fact. They walk around balancing on their hind legs like humans.

This form of 'walking' does not come naturally to sheep, and their difficulty in keeping balance gives them the gait of trainee tight-walk walkers.

In periods of high excitement, a sheep may let out a "baaaaa". Bringing a hoof to it's mouth, the sheep will blush violently with embarrassment.

At Dream Base both sheep and rams work side by side. They all go under the collective title Dream Sheep.

All the Dream Sheep have 1920'2 names like Lily, Doris, Ethel, Petunia, Violet, Harold, Larry, Albert etc.

On their days off, Dream Sheep can usually be found at the Dream Base gym practising for inter-flock high jump competitions. They enjoy Ball Room dancing and old sing-a-long songs. A favorite being that old song and dance number 'The Sheep Dip'.

DORIS (DREAM SHEEP)

Each sheep working on the 'Patchwork Map' is responsible for a number of Dream Ships. It is only natural that they become emotionally attached to their teams. Doris is the sheep responsible for plotting the position of Dream Patrol 12A, Captain Zed. Or 'Zeddy' as she has been known to call him.

Doris sounds disarmingly similar to Beryl Reid putting on a posh voice. She has never mastered the radio 'lingo', but is always ready for a chat. Captain Zed is her favorite Captain and she'll keep him on the line as long as she can.

DORIS

Hello? Hello? Respond. Respond.
Captain Zed? Are you a responder?
Are you a receiver? Over and out.
Come in...come in. This is Doris,
over and out, are you in?

Doris is 'going out' with Larry the Ram. Or as sheep put it, 'they've been seen grazing together'. Doris is very proud and open about this. Larry is much more reserved.

LARRY THE RAM

Larry reads out the latest reports over the P.A. system. He has a dead-pan delivery and a dry sense of humour. He is surrounded by old coffee cups. If this wasn't a kids cartoon, he'd chain smoke. When the Commander screams out an order, Larry translates it into a more palatable form before reading it out over the P.A..

As a wave of light travels across a wall of monitors it is Larry's Huston drawl that we hear echoing around dream base.

LARRY

We have America! The children of
America are dreaming! The children
of America are 'Double A S, Asleep
Aaaaaand Dreaming! We are losing
China. The children of China are
waking up. All Dream Patrols
leave China now. Final warning.

Doris is always embarrassing Larry in front of the Commander. All she has to do is ride up on her extendable stool to the very top of the Dream Hall. Her chair arrives right outside Larry's window in the Commander's office. He may try to ignore her, but she will knock on the window until he opens it.

LARRY

(Quietly) I told you never to visit me at work Doris.

DORIS

(Loudly, her head poking through the window) Don't be silly dear. You forgot your lunch box.

LARRY

(Cough) Thank you dear.

DORIS

It's your favorite. Grass.

LARRY

(Cough) Thank you dear.

DORIS

I cut the roots off, just the way you like it.

LARRY

(Trying to drown her out) Yeah, yeah, thanks Doris. Thanks. Bye. Bye.

Larry grabs the box and shuts the window. Pause.

LARRY

(Cough) Err...you won't tell the guys I have the roots cut off my grass will you Commander?

Cut to ground floor of the Dream Hall.

COMMANDER

(Voice booming over the P.A. system)
Don't worry Larry, your secrets safe with me.

Angle on Sheep giggling.

OTHER DREAM TEAM CAPTAINS

All the characters names have something to do with bed time.

CAPTAIN FLANNEL (Dream Patrol No 1)

Looks every inch a hero from his square jaw to his size ten boots. His ego is just as impressive. Captain Flannel's only sadness in life is that he will never have the pleasure of meeting himself.

He is also very stupid. He has a brain only slightly larger than the dimple on his chin. He is incapable of original thought and does everything "by the book". In fact he carries the book around with him, and often refers to it in times of danger and indecision. By the time he puts the book away, someone else has usually sorted out the problem.

It means a lot to Captain Flannel to score points with the Commander. He loves to be praised, and is often the first to point out defects in others, usually to the Commander. He isn't a vicious or nasty person, he just can't help telling tales. When he's on top of a situation he's smug, but when he's in trouble, he'll crawl and plead with you not to tell the Commander.

Captain Flannel enjoys war dreams. He's very good at super hero dreams and anything with a fast car chase.

He pronounces his name Flann-el, as in face cloth.

Captain Flannel flies alone. He's too proud to ask for help. Flying alone he'll sing this short ditty. (Of his own composition).

If only I could meet me, I'm
sure we'd get on fine. We'd
talk about each other. Until
the end of time!

MINOR DREAM CAPTAINS

Captain McHammock (and his cat NAP)

A good friend to Captain Zed. A rugged out-door type. Enjoys adventure dreams. Climbing mountains and riding the high seas. His cat Nap performs the same service as Spring. (Spring and Nap don't get on too well. Nap is overly aggressive, and Spring always keeps clear when he can).

Captain Valance Duvet (Dream Patrol 21)

A daring chic, female French captain. She is P.J.'s heroine. She spends a lot of time avoiding Captain Flannel, who believes that she must be in love with him as well.

THE VILLAINS

THE NIGHTMARES

Snort makes Mutter nervous, and Mutter makes Snort angry. This is not a winning combination. But, nevertheless, they need each other. Snort needs someone to bully and Mutter needs someone to tell him what to do.

SNORT

Leader of the Nightmares. He hates the work of Dream Patrol. To Snort, being in a happy dream is like salt to a slug. Snort is a bully and show off. He has total confidence in what ever plan he has concocted. When his plans fail, as it always does, he always finds someone else to blame.

He varies from being cold and ruthless, to jumping up and down in frustration like a child.

Mutter, his accomplice usually takes the brunt of this anger. More often than not, a plan that was once Snort's pride and joy will end up being smashed over Mutter's head.

When an element of his carefully worked out scheme goes wrong or is thwarted by Captain Zed, Snort will always scream...

But that's not the plan! That's not
the plan.

Snort gives the impression that he has thought up over 700 plans, and has given each one a number. He will draw them out with coloured pencils on large bits of paper.

Most of Snort's plans involve taking an active role in a child's dream. When Zed foils his plans, he gets so angry that he 'pop's" back into his true form. Revealing himself to be the Nightmare he really is!

MUTTER

Snort's partner in crime. He isn't as intelligent or as nasty as Snort. Mutter is very easily led, and would probably be quite nice outside of Snort's influence.

Mutter is not very good at changing appearance, and is constantly letting the side down. (When he had to turn into a Killer Bunny, it took three goes before he stopped looking cute).

Mutter looks after Storm Base and services what little 'hardware' they possess. He is not technically minded and is always messing up.

Mutter has been known to give Dream Patrol the occasional 'tip' when Snort is planning something really evil.

LAZY LUMPS

Lazy Lumps resemble yawns on legs. They have very little character as they're usually sleeping. They can be dropped into children's dreams to make them oversleep.

NASTY NORMAN

A little boy aged about 7. He comes from Texas and has the 'biggest, baddest dreams in the world'. He conjures them up on purpose. Even the Nightmares are scared of Nast Norman.

He knows about Dream Patrol and refers to Captain Zed as that "red blob" or "The Romper Suit Kid". He likes nothing better than scaring passing Dream Patrols.

DREAM PATROL

RULES & REGULATIONS

1. DREAM HALL 'CALL OUT' PROCEDURE

- (i) A flashing red light beneath a dream monitor means 'dreamer in trouble'.
- (ii) Nearest Dream Sheep notes dreamer's name and age on clip board. Also what type of dream, and the dream's position in Dreamland.
- (iii) Lower extendable stool and pass piece of paper with information to sheep responsible for relevant area of Dreamland.
- (iv) This sheep looks at map and informs nearest Dream Patrol, via radio head set, of dream and position.
- (v) This Dream patrol then sets course for dream.

2. MISSION BRIEFING

A mission briefing can be given in a number of different ways depending on the seriousness of the emergency and the time involved. The briefing takes place whilst the Dream Patrol are en-route to the dream. The most common ways are listed below.

- (i) Briefing for routine dream problems can be handled by the Dream Sheep working the Quilt Map. This will be done over the radio link. e.g. Chase Dreams. Falling Dreams. Arriving at school without your trousers on etc.
- (ii) More complicated dreams will be referred to the Commander's office. The Commander will then give a visual briefing via the in-flight monitor. (This is located in the dash-board of all the Dream Ships.)

- (iii) If the dream has been going for some time, then the Commander may give a quick video up-date. He will describe the problem whilst showing 'high-lights' of the dream so far.
- (iv) By checking back over past dreams, the Commander can often point to reasons in the child's waking life that accounts for the problem. Showing a kind of mini -documentary/case history. We do not see real-life footage.

3. DREAM ENTRY AND ETIQUETTE

- (i) Only enter a dream after having received clearance from Dream base.
- (ii) Begin by checking SCARE, MONSTER, EMBARRASSMENT and FUN factors. Are Nightmares present?
- (iii) Show your identity card, and introduce yourself to the dreamer at the earliest opportunity.
- (iv) Never give help unless it is asked for.
- (v) Your job is to advise and assist. Do not take over - remember, this is someone else's imagination.
- (vi) Always say goodbye in the proper Dream Patrol manner. Salute and say "Have a nice dream".

NOTE When saluting the Commander, use the Dream patrol 'Double Salute' (Using both hands at the same time.)

4. CANTEEN

(i) Could everyone please return their used cups and saucers to the canteen. It's not a lot to ask and it would help the overworked staff enormously. Thank you.

FORMAT

Dream Patrol has a very structured and orderly way of dealing with children's dreams. The feel and pacing of the show should be a cross between Hill Street Blues and a World War II RAF movie. The humour comes from clashing this ordered approach with the surreal environment of Dreamland.

DREAM SHEEP

D.P. 12A - priority call out.
Rachel Roberts, age 6. 'Having Queen round for tea' dream. The Nightmares have stolen the sugar. Do you read? Over.

Dreamland is not cutesy fluffy clouds with sweet kids and skipping ponies - it's tough and exciting out there! We are giving a tradition 'soft' environment a hard edge.

The format of the show is far more flexible than the 'Dream Patrol Rule Book'. An episode does not have to revolve around one child's dream. In the course of perusing the Nightmares, Captain Zed may visit 4 or 5 dreams in the same show.

Nor does the emphasis have to be on the dreams. A show may concentrate on life at Dream Base, with the childrens dreams taking second place. For example, the Nightmares may kidnap Doris the Dreamsheep. Captain Zed could then enlist the help a girl and her dream to rescue Doris. Or we could spend an entire episode in Captain Zed's back pack.

Episodes can parody any type of film children might have seen. Detectives, Sword and Sorcery, Cartoon shows!...etc

We can travel to any time in history, or the future without straining the format of the show in the slightest.

Ideas and styles can collide with comic results. For example Peter Crawford watched two films before going to bed. An airport disaster movie and another about the Roman Empire. In his dream he finds himself on a slave plane, (a B.C. 10). The in-flight movie is a man banging a drum, and the oars fit through the circular windows.

STORY LINE SPRINGBOARDS

REVENGE OF THE KILLER BUNNIES

Captain Zed and his crew are despatched to rescue Richard (Age 7) from the Killer Bunnies from outer space. What's more, the Nightmares plan to trap Captain Zed and his crew in Richard's dream until he wakes up. (Every Dream Patrol's greatest fear). Both Captain Zed and Richard discover to their surprise that facing your fears is more than half the battle.

CHRISTMAS NIGHTMARE

Every year Dream Base work out the fastest route for father Christmas; making sure that he visits all the children when they're sound asleep. The Nightmares sneak into Dream Base and swap all the monitor leads round - sending Father Christmas towards the homes of children who are still awake!!!

SCHOOL FIEND

Peter Foster is dreaming that his new school is on Jupiter, populated by 20 foot tall green monster children. The Nightmares pose as teachers and take the school on an 'invasion field trip' to Dream Base. It is up to Captain Zed and Peter to stop the 'field trip' before Dream Base becomes a packed lunch.

NASTY NORMAN

Captain Zed knew that four trouble free nights was too good to be true. So he enlists the help of Nasty Norman, an eight year old who has the scariest dreams in the West. But even Norman is dreaming of bright paper packages tied up with string. So where exactly are all the bad dreams going, and what exactly are the Nightmares up to?

FOLLOW THE LEADER

Due to the correct chain of people all having colds, and being off work on the same day, 7 year old Leo found himself standing in for the President of the United States. After visiting the Dream, Captain Zed gave the cold to the Commander at Dream base. Captain Flannel, much to his delight, took charge for the day - with nightmarish results!

PJ GOES SOLO

The moment has finally arrived for Cadet P.J. to take her first solo mission, without Captain Zed. Like a concerned parent, Zed keeps an eye on her via a Dream Monitor. When she hits a snag, P.J. is too proud to ask for help. Captain Zed goes to the rescue anyway. But he gets into trouble as well. Is being able to ask for help as important as being able to give it?

CURTAIN CALL

Each year the Commander gives out awards to keep up moral and standards. The Snoozies. Whilst Zed is practicing his acceptance speech 'Ladies, Gentlemen and sheep ..no .. sheep, Ladies and Gentlemen..', he is called on a mission which may blow his chances of a Snoozie once and for all. And is the Nightmares get their way, may even cost Captain Zed his job. What is more important, the Snoozie or the Mission?

FOOD WARS

Susan Walsh hates vegetables. Unfortunately, the vegetables find out! Susan joins forces with the deserts. She marches under the Banana flag with the Fudge Cakes and Ice Creams to do away with the vegetables for ever. Why should deserts always come second at meal times anyway? The struggle ends with Captain Zed having everyone sign 'The Balanced Diet Treaty'.

DOUBLE TROUBLE

Twins Simon and Sarah (Age 6 3/4) have exactly the same nightmare at exactly the same time. Everyone back at Dream Base watches as Captain Flannel and Captain Zed take the same dream in two entirely different directions. It just goes to show how important the right decision can be.