

TONY TRIMMER
PRESENTS



KING
OF THE
WORLD



**KING
OF THE
WORLD.**

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SYNOPSIS

'King of the World' follows Bob and S.K, two hapless aliens, stranded in space just outside the earth's atmosphere. Stumbling upon an old 50's Sci-fi movie Bob is convinced Earth needs to be ruled by a higher lifeform and he's the alien for the job. With this in mind both he and S.K. set out to crown Bob king. However, the duo aren't the brightest or most gifted of aliens and soon decide to adopt a new strategy. S.K. suggests a plan that meets Bob's approval a less ambitious plan, more suited to their intelligence and resources.

The plan involves becoming king of something a lot smaller and working their way up the ladder. To the dim witted duo this seem like a good plan, and with that our heroes set off to claim the planet. Their adventures centre around becoming king of something a little less taxing like "The King of Rock and Roll" or the 'King of the Road', and the list grows with every failed attempt to be crowned king of something.

Suggestions might include:

- King of the Grill (getting 5 stars in a burger bar)
- King of Hearts (dating guru)
- King of Clubs (a golf pro)
- King of Bling (a rap artist)
- King of the Mountains (surviving the elements)
- King of the Castle
- King of the Lanes (bowling)
- King of Fashion
- King of the Game Shows
- King of the Road (becomes a Hell's Angel)
- King of Diamonds
- King of Spades
- King of the Waves (surfing madness)

Unfortunately this inept duo are far from up to the task and each episode ends in failure, Leaving them both bruised and battered, yet with a renewed sense that next time they will succeed.



SYNOPSIS

WHERE IT ALL STARTED....

Their adventure began back on their home world where both Bob and S K worked on a spacecraft wax and wash joint. This was good honest and simple work that even they could get wrong... ..or could they?

Whilst working a shift at the 'Wax and Wash' Bob and S.K. are polishing the controls of a Space RV when S.K. knocks a lever that sends the duo hurtling into space in hyperdrive. Journey's end is Earth, a small insignificant planet that must now become their home. With the fuel tanks empty and no way of returning to home, the duo begin their adventures.

It is here, whilst scanning Earth's communications that Bob stumbles upon cable TV dedicated to showing re-runs of classic 50's science fiction films. From here an idea is birthed that leads to the duo on regular expeditions to earth.

WHERE IT ALL STARTED....



KING OF THE WORLD



BOB

We first meet Bob dressed in his dull uniform at a valeting service for spacecrafts, a sort of wash and wax. This shows the heights he has reached and his status in the alien society. As always he is with his trusted friend S.K.

He is the son of 'Mr Zee', an out of this world fitness guru with muscles on his muscles. He was a well known public figure, successful, determined and very, very strong.

Bob however, doesn't command such respect. He isn't stronger, cleverer, better looking or popular than most, but one thing he is - likable.

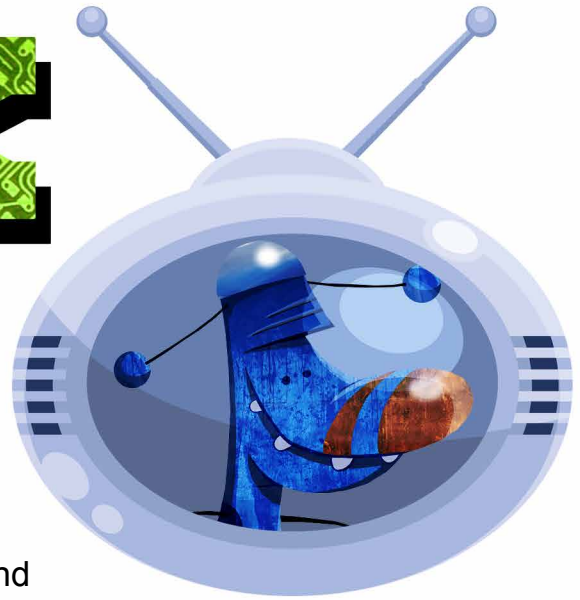
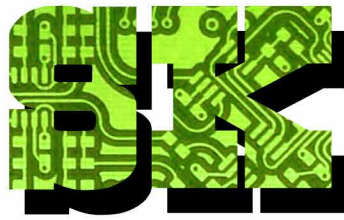
He is loud, brash and full of character, like a overexcited child with a sugar rush. His over active imagination leads him into each adventure, often getting him into a scrape or 2 along the way.

Bob lives in the Zee family household STILL living with his parents even when all of his peers have obviously moved out. This seems reinforced by the photos on the wall recording Bob's life from childhood to adulthood.

Whatever the venture Bob is always confident of success.



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SK (short for Side-kick) is Bob's right hand man - well alien. If you were to look up the word 'dumb' in the dictionary it would say, 'see S.K'. Drop an anvil on his head or drive over his toes and you'll get the same response - none. He's that dumb... or so everyone believes, for looks can be deceiving. Sometimes we get that sense that beneath that simple shell is ingenious trying to get out, as out of the blue he'll save the day. Although he hasn't the sharpest mind his loyalty is never in question. He is resourceful and bursting with ideas

We know little of S.K's history, yet as long as we've known the adult Bob S.K. has been at his side. S.K. is Bob's best and only real friend, and is more like a loyal puppy dog. He has no fear and will quite easily face the greatest danger or the largest aliens to protect his friend. In fact when push comes to shove he's the one you want in your corner. Several times when faced with overwhelming odds the camera will pull away whilst the sound of carnage is heard, only to pull back to see little S.K. standing there all smiles with a mountain of bad guys heaped up behind him all bruised and battered.

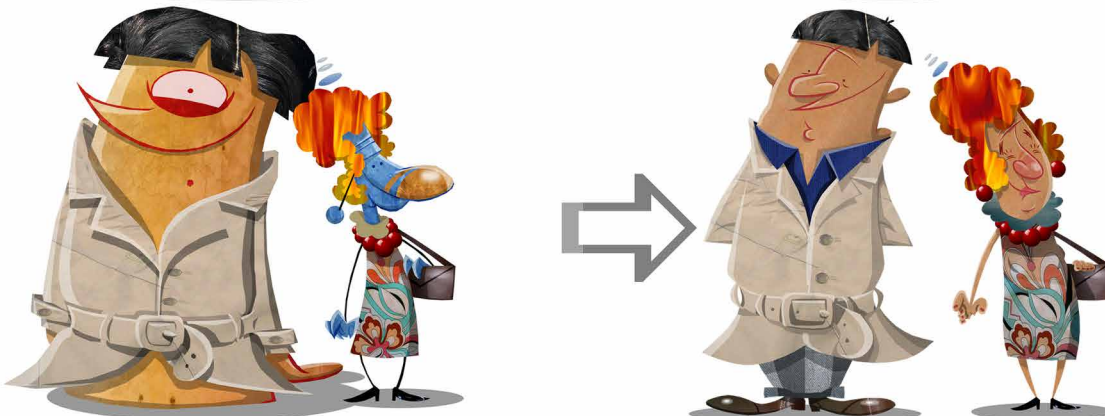
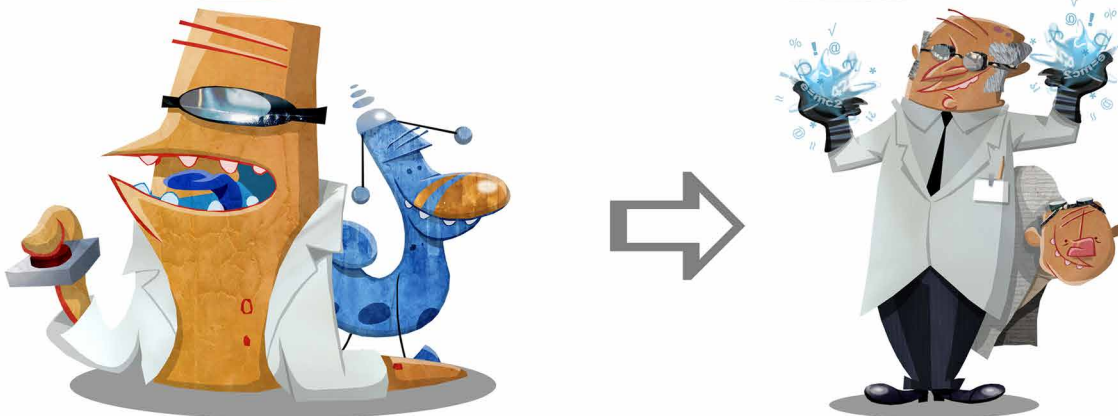
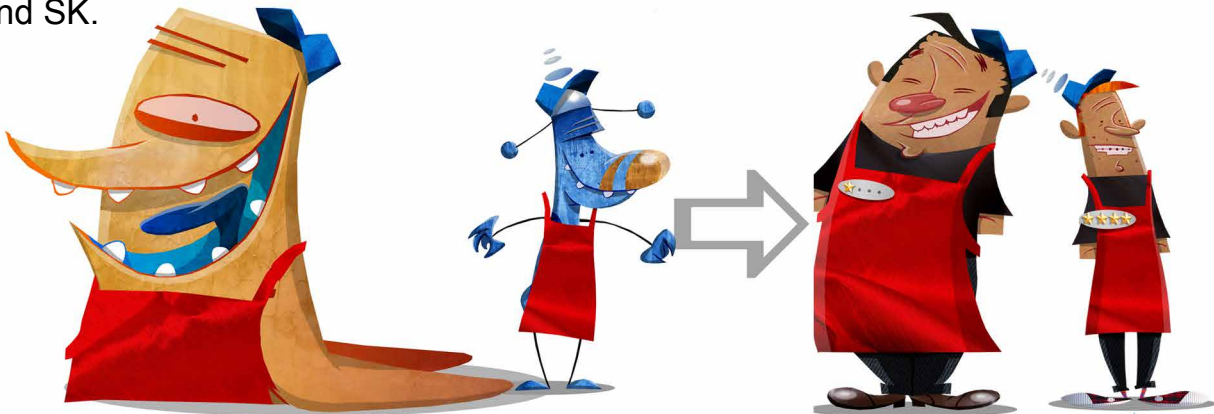
Bob rarely takes S.K's advice, which can be a mistake, for although S.K. may be dumb that doesn't mean he's wrong. A fact that is constantly borne out as time after time S.K. saves the day.

He is obedient, not because he is the underdog but because of his great love for his friend. In fact although one could feel sorry for him, one also understands that he is always happy. He is pilot, co-pilot, mechanic, cook, butler, cleaner, handyman and whatever else Bob needs him to be, and all without any complaint. If something needs building he can do it, even if it means creating a clever new device for taking over the earth. However complex the task S.K. is up to that task. He is truly the best friend any one could wish for and Bob would find himself in a lot more trouble if S.K. wasn't there to pick him up.



DISGUISES

Both Bob and SK have hologram watches with which they can blend into society whilst trying to undermine and conquer. However the watches are far from full proof as we sometimes see Bob forced to play a woman when he transforms. To the outside worlds we see ordinary individuals with a slight holographic look, but to our audience we know that it is really Bob and SK.

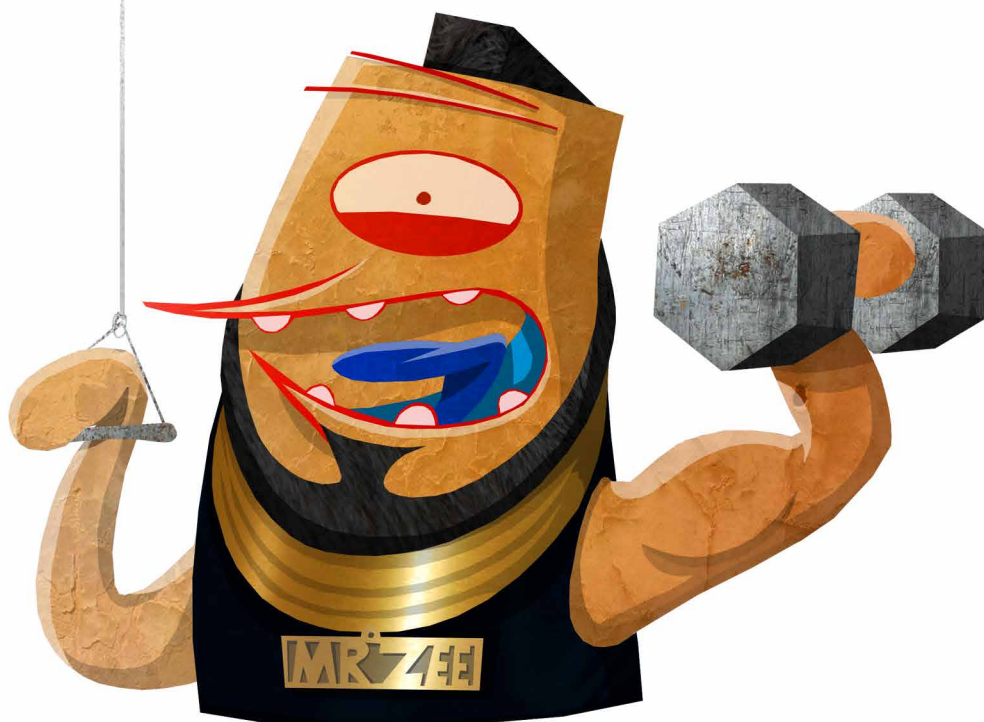


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CHARACTERS

DAD MR ZEE

When a child says, “My dad’s tougher than your dad”, they would be right if they were referring to Bob’s father. He’s lean and mean, a guy who isn’t afraid of anyone or anything. In fact the bigger they are the more they should be trembling when facing MR Zee. He has a very familiar feel, a cross between an all-star wrestler and a cult actor and is easily recognised by his catch phrase, “You Crazy Fool”. He is proud to be who and what he is. With such a powerful role model it is easy for all around him to feel intimidated, especially Bob. However MR Zee does have a weakness – his son. Although never said, he cares and loves his son never wanting him to fail or be hurt in any way. He tries to inspire Bob to be like him, brave and unafraid, yet to no avail. In fact unknown to Bob when he and SK get lost in space his MR Zee sets off to find him.



CHIPS THE SHIPS COMPUTER/ROBOT

The ship on which our heroes have found themselves lost in space has an onboard computer, a sort of cross between a sat-nav and Stephen Hawkins voice box. However this computer (Chips) freely gives his opinion to any situation with a large dash of sarcasm. He can be seen ordering about the bots who work within the ship.



CHARACTERS



ACME DELIVERY SERVICE

Even though our heroes are lost in uncharted space they do have an Acme catalogue. When they need anything like a shrinking gun they send an email and one is quickly despatched to them within seconds by an Acme courier. The oddity of this service is that Bob and S K never question if the courier can get to them, they could get back home.

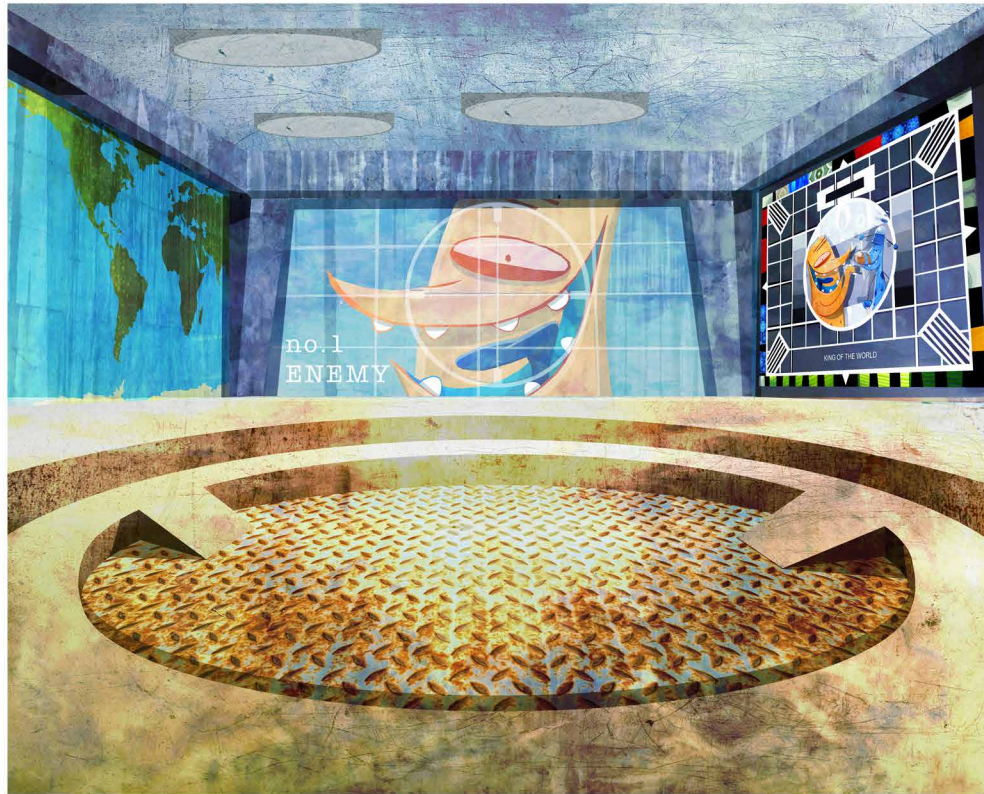


THE LITTLE OLD GRANNY

Throughout the episodes we constantly see this granny being haunted by our heroes. One way or another this old lady suddenly sees or hears our duo by mistake. This always leaves her a little rattled and a little worst of. Even when we find her in a situation like resting on a far off beach on her holidays she will some how find herself right in the middle of on of Bob and SK's adventures.



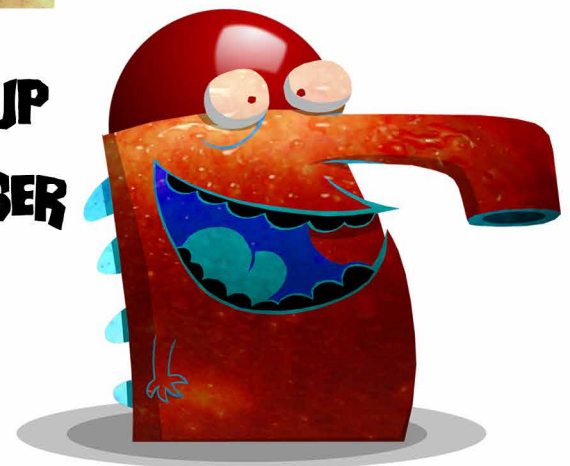
SETS AND PROPS



The overall feel of 'King of the World' is not all shiny and space aged, rather slightly worn and mundane. The spaceships resemble old cars including traffic jams and the environments have more of a homely/ordinary feel to them, a little like how the Flintstones addressed the home whilst keeping it in a Stone Age setting. Many of the props are in fact other aliens doing the jobs we rely on machines to do.



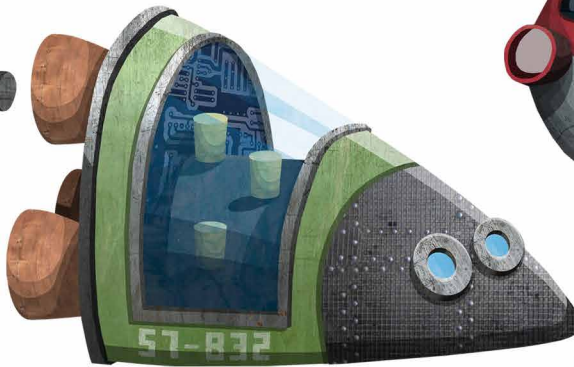
**KETCHUP
DISPENSER**



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SETS AND PROPS



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THE GALLERY



GALLERY



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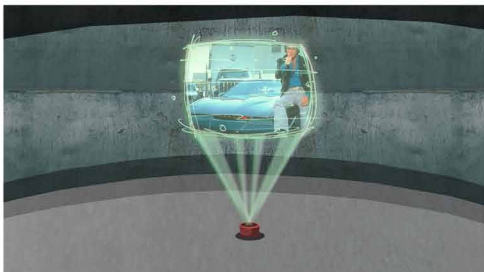
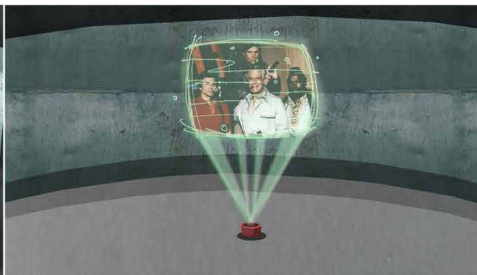
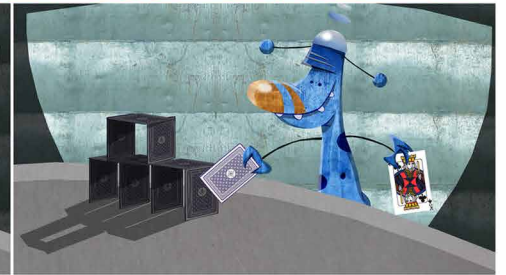
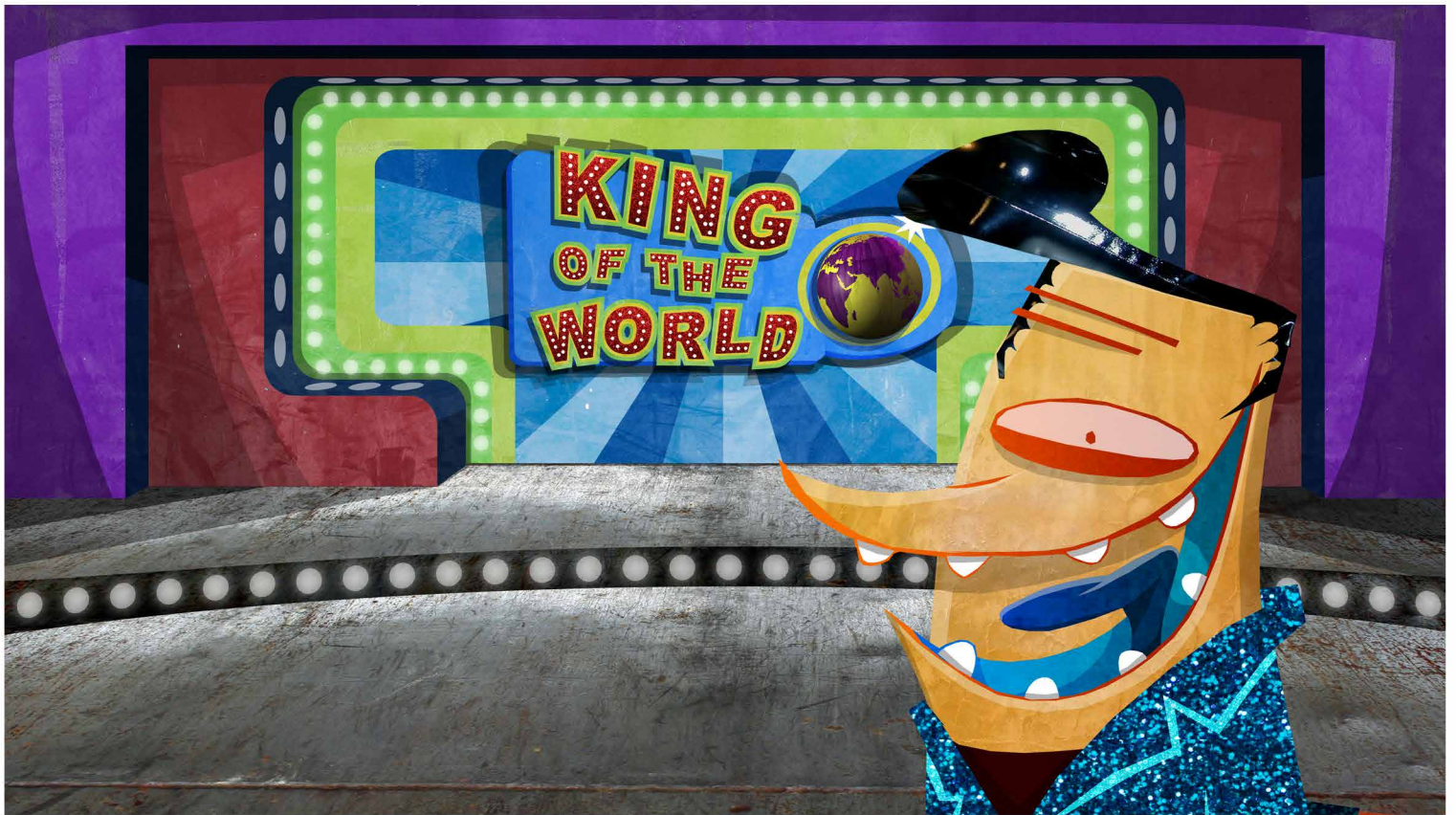
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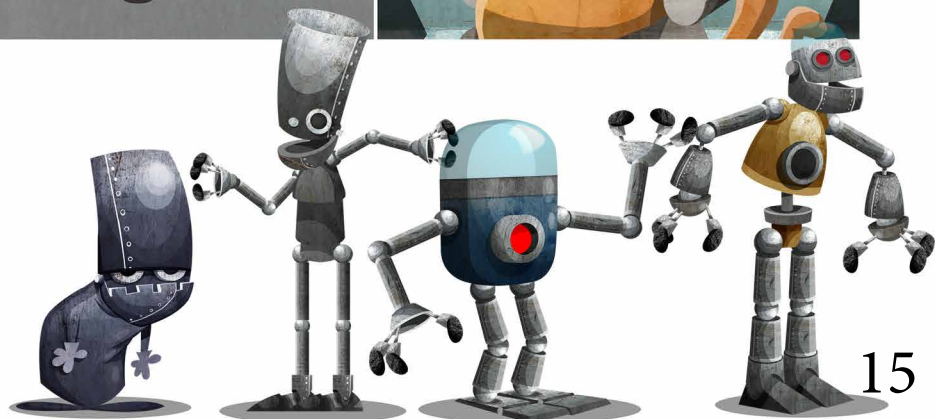
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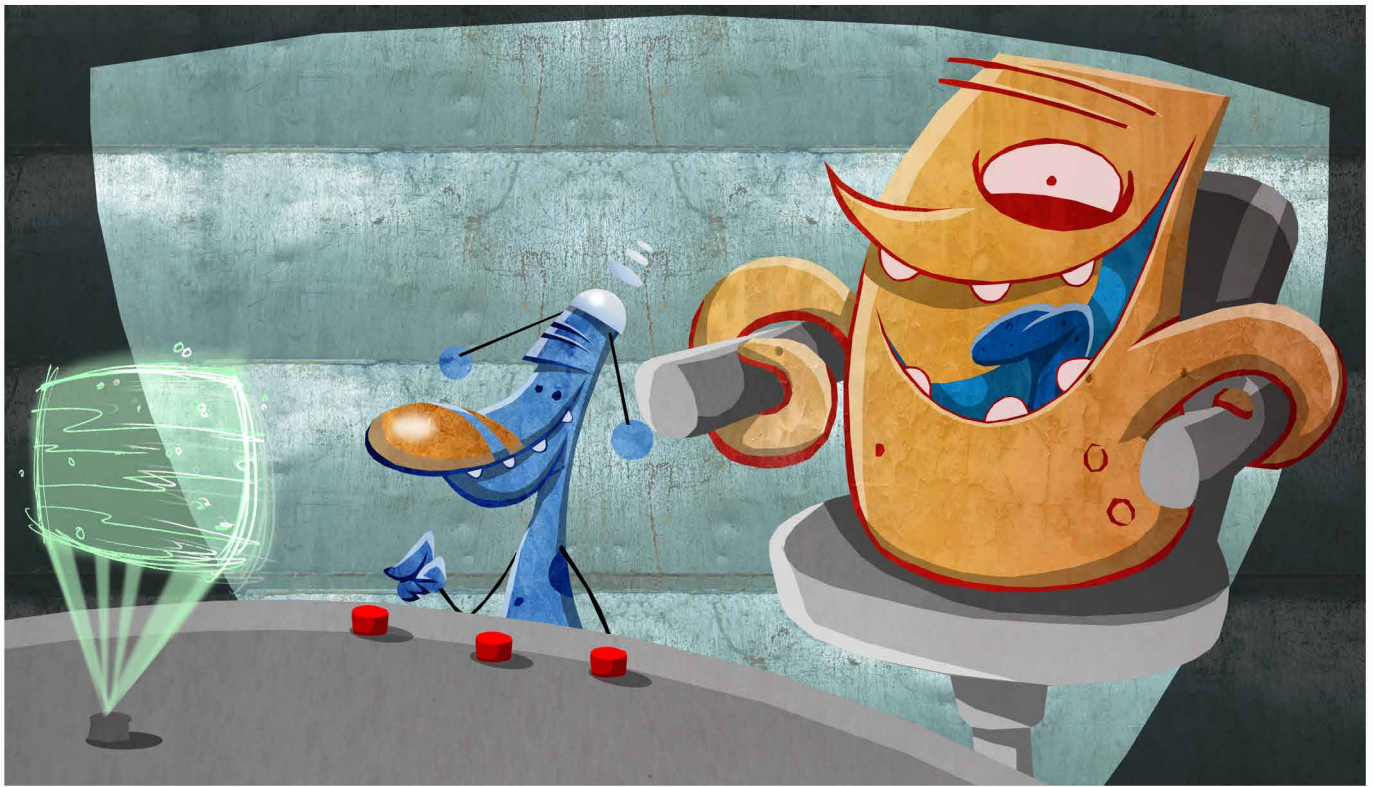
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