

**WHEN
IMAGINATION
BECOMES REALITY,
EVERYTHING
IS POSSIBLE.**

Sterling gets thrown into the secret world of Figure Nation with its disparate inhabitants, who have an exhilarating life. In Figure Nation, action figures live in a melting pot of collaborative creativity while coming to personal conclusions with sound judgment. These toys differ physically and culturally but share a camaraderie to protect their community.

Figure Nation is part of other magical realms accessible from the Miniature City. This central hub is a gateway that transports visitors to fantastical places.



THE ADVENTURE ISN'T FAR FROM HOME.

A Rubicube opens the "door" to Earth and a window to a mythical domain where legends exist. Still, various positions within the Miniature City lead to additional locations (e.g., through one entrance to Figure Nation, the gate over a bridge goes to a science fiction universe, and a modem travels to an area inside a video game console).

There are more talismans, like the Rubicube. Each opens a path to different worlds, like a futuristic puzzle box, gemstone thumb drive, and holographic skeleton key.





THE CHARACTERS

STERLING (10) - A shy kid struggles with the mysterious disappearance of his Father. His friendship with action figures gives him an awareness and understanding that transforms him into a real-world champion.

SAI/YOGA (10) - Sai's family moved from India to America. At school, bullies call him Yoga. He initially hates this but embraces the name as his journey unfolds. Yoga meets legends in Hindu mythology.

CHARNA (10) - Yoga's friend in the mythical world. She is the daughter of prominent people who help Yoga find a way to get home. After an extraordinary adventure, Yoga brings Charna to the present time to meet his Grandma.

ADAPTOR - Sterling's favorite action figure, much to the chagrin of Darknel. While Sterling always feels out of place, Adaptor fits in everywhere (e.g., his clothes change in each environment).

DARKNEL - He believes it's impossible to change who you are, and since evil courses through his plastic veins, he delights in unscrupulous behavior. Sterling avoided playing with Darknel or buying any of his accessories. Now, he wants revenge.

ZEMA - A female martial arts action figure chomping for payback. Darknel enslaved her people and used them to work in the cube mines. When they tried to rebel, Darknel set off a cave-in.



EVA - Zema's arch-enemy – both once owned by Charna. Eva blames Zema for stealing Charna's love. Darknel relies on Eva for backup while he's away conquering kingdoms and sends her off to handle nuisances.

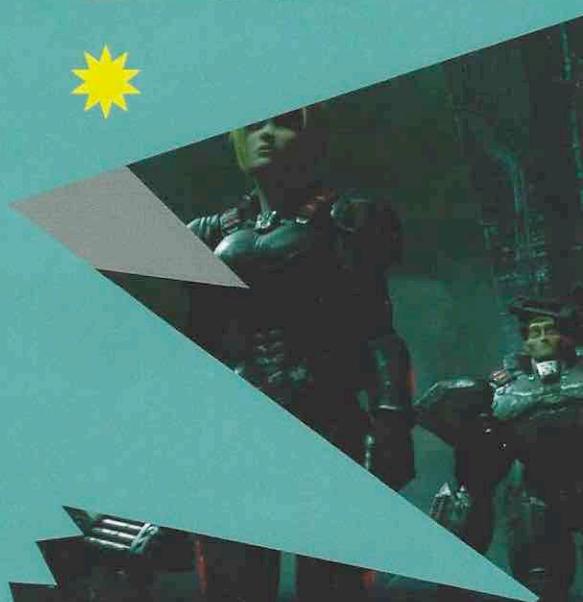
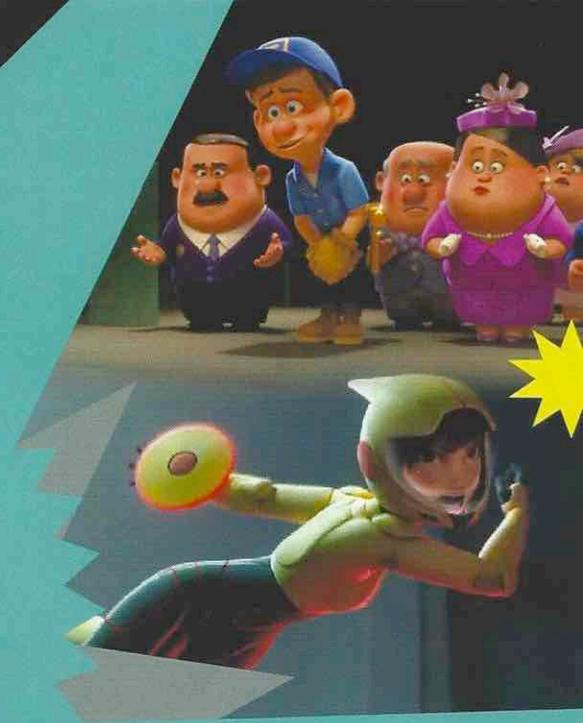
HAWKEYE - Team reconnaissance expert, assisted by a hawk called Scout. With a juttred chin and clenched jaw, Hawkeye maintains a proficient mindset in all directives.

RAPTOR - He looks like a mirror image of Hawkeye but without color. He has a half-crow / half-vulture named Wren. It's his primary mission to imprison Hawkeye.

BOXTROT - A boxing action figure whose jab malfunction causes him to punch sporadically. Boxtrot is in constant motion and has an all-over-the-place personality.

STONE - Stone is a rock golem made of one piece of granite – unlike Boxtrot's wiggly, always-moving body, Stone is slow and deliberate.

WRECKS - An all-black tyrannosaurus rex from Dino Shore. He comes to the Miniature City through a giant set of double doors covered in vines.





STERLING AND THE REAL WORLD

Sterling is in the home basement where his Dad constructed a complicated set of models before his mysterious disappearance. Action Figures are throughout the Miniature City, and Sterling creates a scene with the superheroes. He hears a knock on the door and goes upstairs to let Yoga in. Behind him, Adaptor comes alive and breaks free from Darknel, who attempts to regain a hold of him.

The boys descend the stairs into the basement and see something tiny fly out of the City. As it crosses the "border" into the rest of the room, it pops from proportion to action figure size to human ratio, and a Rubicube falls to the floor. Sterling picks up something akin to a Rubik's Cube, but each face is a rare gemstone. He slides the cube's faces to "solve it." After several turns, it clicks into position and triggers a beam of multi-colored light that shoots out from the Rubicube and hits Sterling and Yoga.



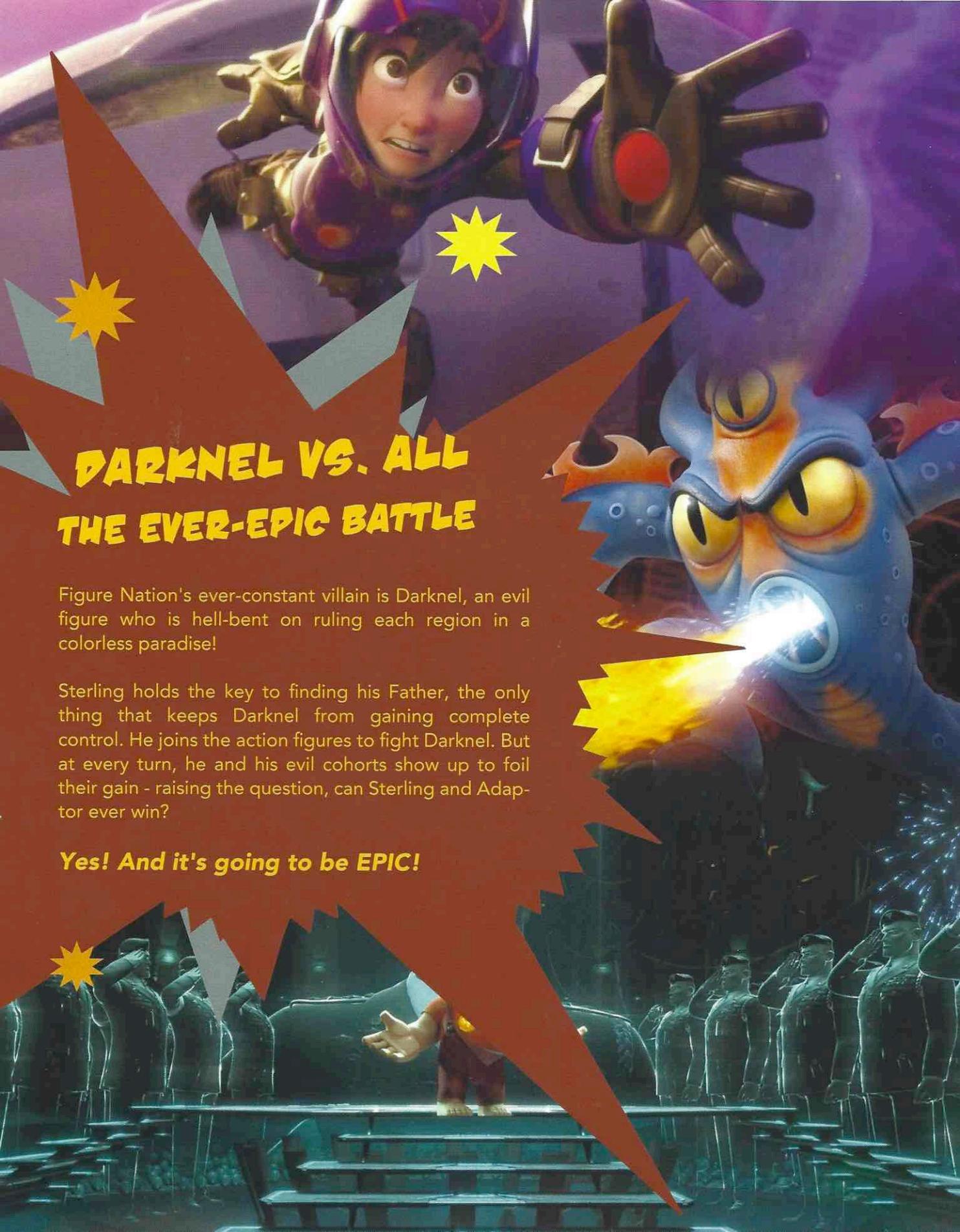


STERLING AND FIGURE NATION

A moment later, the boys stand beside Sterling's action figures. Darknel is nowhere to be seen. It takes a few seconds for them to realize they're in the town square of the Miniature City – clued in by Sterling seeing his Dad's multi-tool tucked inside a house.

Just as they get their bearings, a mischievous monkey rushes in, grabs the Rubicube, and runs. Sterling is already moving toward his Dad's tool and yells, "Don't let him get away!" Yoga gives chase and runs to his adventure - Yoga to the Rescue.

Sterling looks for clues of his Dad's whereabouts. The action figures help him search the areas in Figure Nation, including Comicopia, a 2D comic book world with a distinctly different art technique – an old, dot matrix printed-looking style with mid-20th-century architecture, vehicles, and technology. The Golden Age of comic books come to life!



DARKNEL VS. ALL THE EVER-EPIC BATTLE

Figure Nation's ever-constant villain is Darknel, an evil figure who is hell-bent on ruling each region in a colorless paradise!

Sterling holds the key to finding his Father, the only thing that keeps Darknel from gaining complete control. He joins the action figures to fight Darknel. But at every turn, he and his evil cohorts show up to foil their gain - raising the question, can Sterling and Adaptor ever win?

Yes! And it's going to be EPIC!



YOGA! TO THE RESCUE

Yoga returns to Figure Nation with a new friend named Charna. They enter the town square without seeing Sterling or the Action Figures. After looking down a few side streets and no sign of Sterling, Yoga says, "Ok, let's get out of here, and if he isn't home, we can always come back and search."



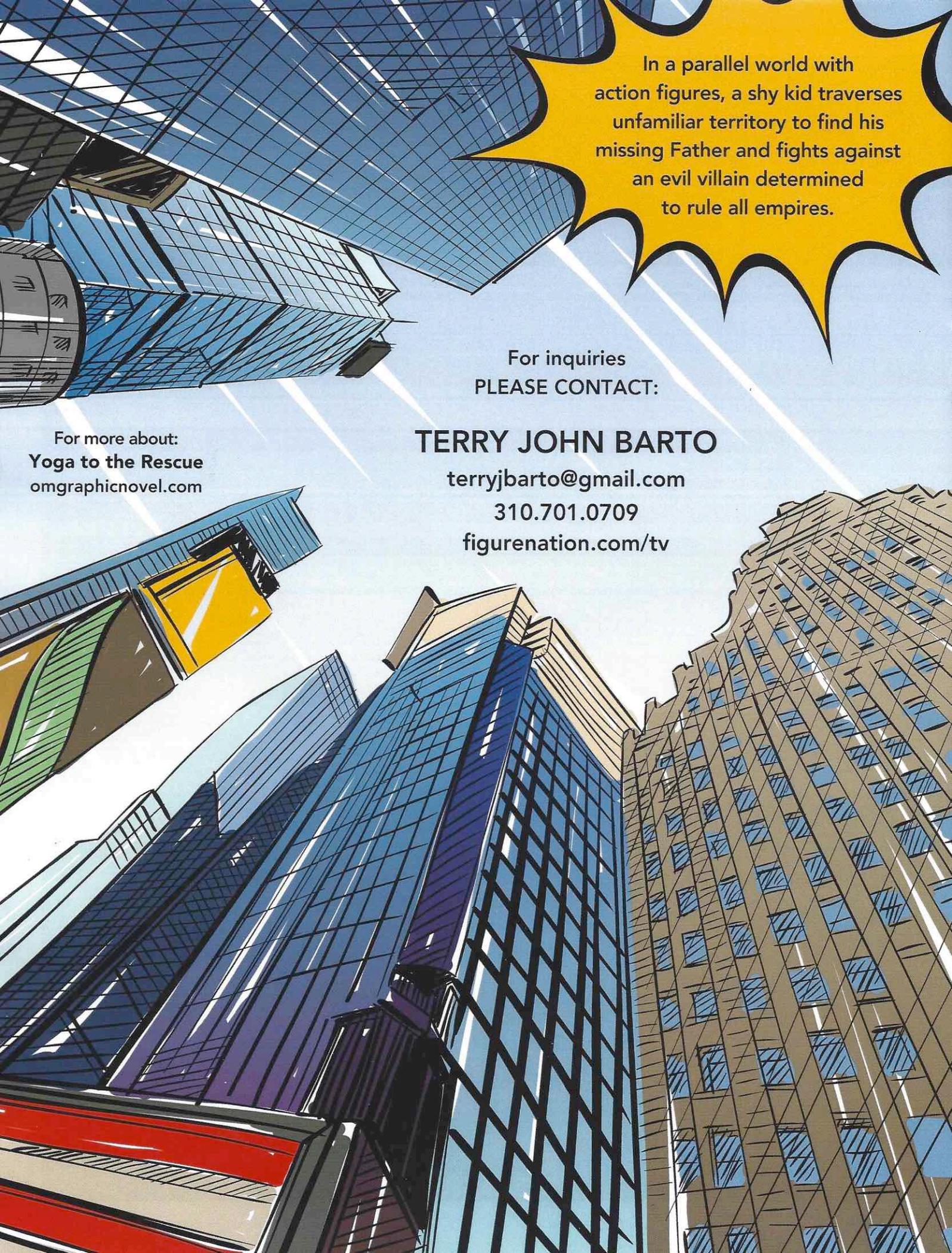
Just then, Sterling comes racing around a corner, looking scared. He sees Yoga and yells, "There you are! You have the cubel? Let's get out of here! Hurrrrrrry!!!" Yoga looks confused but sees a swarm of Monocronies chasing Sterling. He quickly twists the Rubicube, and a beam of light zaps all three kids into the basement regular size.

Sterling leans over, hands on knees, to catch his breath. "Man, you have great timing!"

Yoga asks what all that was – Sterling says, "My Dad! I found my Dad – Darknel is holding him captive – we gotta round up more Action Figures and go back to save him!"



T O BE CONTINUED...



In a parallel world with action figures, a shy kid traverses unfamiliar territory to find his missing Father and fights against an evil villain determined to rule all empires.

For inquiries
PLEASE CONTACT:

TERRY JOHN BARTO

terryjbarato@gmail.com

310.701.0709

figurenation.com/tv

For more about:
Yoga to the Rescue
omgraphicnovel.com