

PRISONER™ ZERO

Freedom is worth fighting for

CHILDREN'S 26 X 30' HD



ABC
Australian Broadcasting Corporation
Commercial

The Universe of Prisoner Zero

Welcome to the universe of the Imperium – commanders of an enormous empire of billions of people, across hundreds of worlds. With an array of dazzling gadgets and technology, the Imperium have an endless number of weapons at their disposal, all designed to control their subjects by keeping them safe, happy and productive. The greatest of all these weapons is called the Bioweve – a computer system that connects every citizen to the Imperium's master control. Through the Bioweve, citizens are able to tap into the Imperium's augmented world – but the Imperium can also access their minds, allowing the rulers to delete free thought and control their population completely.

The Imperium is ever expanding. When it conquers new planets, it drops nanobots into the atmosphere to connect the population to the Bioweve. Once a person is 'in' the Bioweve's system, there is no escape – they are turned into mindless workers for the Imperium's mines, factories, farms and military.

For our heroes Zero, Gem and Tag, their mission is clear – find a way to stop the Imperium and to free humanity. Trouble is, it's just not that simple...

Prisoner Zero Glossary

THE ROGUE: The Rogue is the enormous ship which Zero, Gem and Tag call home. The Rogue is the former Imperium flagship, which Gem stole. Which means, wherever they go, the Imperium is right behind them, trying to get it back.

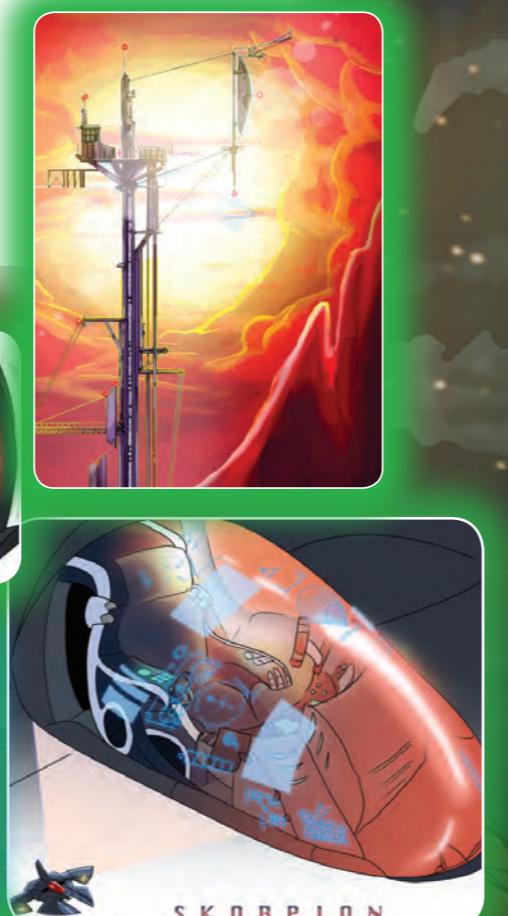


FASTER-THAN-LIGHT DRIVES: FTL Drives enable ships to travel between the far flung distances of the cosmos in a matter of hours at 'Light-Distort' speeds, rated by numbers. Light Distort 12 is the fastest speed that the Rogue can travel at.

VR DISPLAYS: Virtual reality projections are a big part of the Prisoner Zero universe. Artificial intelligences (AIs) control all Imperium vessels. These AIs are almost always anthropomorphised as enormous holographic heads.



BIODEX: The language used throughout the Imperium, to ensure that everyone can understand one another, is called Bidex. However, there is also the language of the Ancients, unspoken since the Dark Times, which Zero alone can read...



BAM ENERGY: Specialised tools called BAMS allow the user to convert their own natural Bioweve energy into a physical force. Hugely flexible, the BAMS can generate simple but devastating force blasts as well as temporary shields.



GEM COLL

Age: 14 | Race: Human
Home Planet: Dalzarius

A 14 year-old street kid, now-you-see-her-now-you-don't, Gem loves her adopted family aboard the Rogue. Always seeing the fun in every situation, she lives life at full throttle. Never far from her hoverbike, Gem's a crazy ball of energy that's hard to control. Her quick witted practicality makes her a force to be reckoned with, as do her left-field ideas that quite often get the team out of no-win situations. She is a brilliant fighter, skilled in technical and physical combat, often taking charge of the Rogue's weapon systems. Luckily for everyone in the cosmos, Gem isn't your average kid. She stole the Rogue and freed Zero, and now, with the rest of the team, she's going to help change the universe.



PRISONER ZERO
Age: 30 | Race: Human
Home Planet: Classified

Prisoner Zero is a mystery, even to himself. He doesn't know who he is or where he came from. But he does know that he's somehow very valuable to the Imperium: why else would they lock him up and wipe his memory? Fun, clever and creative, Zero is leader of the team on the Rogue. A little reckless and a little arrogant, Zero relies on Gem and Tag to help him make the right call. He's always looking to find the good in people and the fun in situations. However, he knows that they have a job to do: they need to end the Imperium, and free humanity from the Bioweve.

TAG ANATON
Age: 14 | Race: Human
Home Planet: Elysium

He loves finding the fun in any situation, but can be fiery when he thinks he's right. Tag grew up inside the Imperium, as the son of one of their greatest commanders. Looking back, Tag had it all: a loving family, he was doing well in his studies at the Imperium Academy, and he'd even managed to hack his own Bioweve, increasing his privileges to Omega Level.

His life fell apart when his father's ship was stolen on its maiden voyage – by a fourteen year-old girl! His parents were arrested and taken away under cover of darkness. Tag was left with nobody, except for the Guardian unit built to protect him.

When Tag discovered what happened to his parents, he began to see the evil at the heart of the Imperium. He met Zero and Gem, and appreciated what they were doing to stop the Imperium, joining their fighting for a good cause and beginning to think of them as his new family.

PRISONER ZERO

PRISONER ZERO is a fast-paced, sci-fi, action-adventure series following the exploits of teen heroes, Tag and Gem, and their mysterious friend Prisoner Zero. Aimed at children aged 8 - 12, the series follows our heroes across the cosmos in the spaceship *Rogue* as they battle the evil Imperium.

The Imperium have enslaved humanity and taken control of the population via a digital system wired into every cell of their bodies. Tag and Gem's mission is clear: stop the Imperium and free humanity.

Thrown together on a mission to help those in trouble across the cosmos, our hero-adventurers become inter-galactic Robin Hoods, in a breathtaking struggle against the evil Imperium's General Vykar.

Tag and Gem are 14 year-olds from totally different backgrounds. Tag is a little-prince style rich-kid and Gem is a poor street urchin. Tag is a loner, incredibly smart and technically brilliant. Gem is quick on her toes, creative and a little too headstrong. They oppose each other when they first meet but come to respect and rely on one another. Together they are a force to be reckoned with.

On their incredible adventures across the Universe, Tag and Gem encounter creatures from the dawn of time, discover a magical library hidden in the depths of their own ship, and get chased across the stars by an array of dazzling monsters. They zoom to victory on custom hoverbikes and cause mayhem on hoverboards. Each episode features extensive action sequences, and each character is a master combatant. Using 'BAM tech' our characters defend themselves with spectacular blasts of digital energy.

Get ready and buckle up for a thrilling adventure with **PRISONER ZERO**.

About the Series

- With crisp, vectorised lines and dynamic colours, **PRISONER ZERO** is visually stunning programming.
- This is escapist television, but with a heart, and a message: freedom is worth fighting for.
- PRISONER ZERO** is an aspirational show, one that lets its audience feel part of an exciting universe with intriguing, powerful characters that will grow with the viewer.
- Targeted at 8 to 12 years old – but with broad family appeal.
- An epic David vs Goliath, good vs evil struggle.

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