



Knights! is a 2D Animated show that's fun for the whole family. It's an action-packed, heartfelt adventure about a young alien named Red and her journey to becoming an intergalactic Knight.

Knights! Is the coming-of-age story of Red, a young excitable kid who wants to be the best Knight she can be. Along the way she makes friends, learns to accept herself, and discovers where she belongs. Red's home planet is counting on her to pass all her tests and win her shield. If she passes, her planet will be accepted into the organization.

Training to be a Knight is no easy task, however. It requires years of studying and training, in swordsmanship, combat, diplomacy and more. Red has just become a squire, and is assigned to a team of Knights to work and learn with them. Leading that team is Olly, a laidback goofball and the last human in existence, which should make things interesting.

One day, Red discovers something sinister going on within the Knights' own walls. It turns out that an anarchist organization named KROME is infiltrating the Knights and trying to take them down. She has accidentally poked her nose into a huge takeover scheme, and becomes determined to stop them and save the day. Trying to investigate KROME is hard enough, but add in her chores, studying, training, and going on missions? Looks like her final exams might be a bit more exciting than pen and paper!

Children 8-12, Action-Adventure, 11 Minutes

THE KNIGHTS

"Fides, Animus, Honestus - Loyalty, Bravery, Honor"



THE KNIGHTS

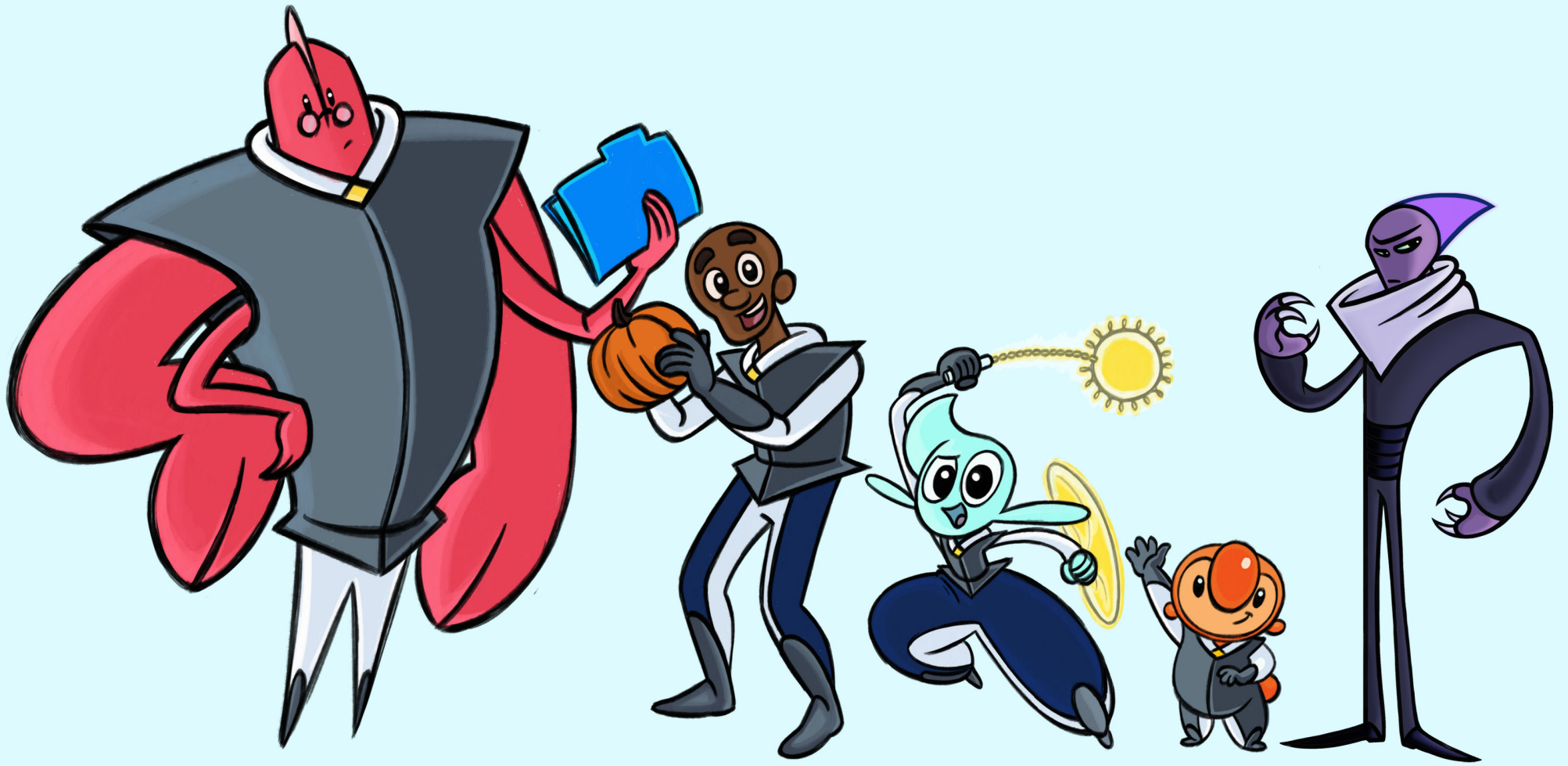
"Fides, Animus, Honestus - Loyalty, Bravery, Honor"

The Knights are an intergalactic organization that aims to keep peace in the galaxy.

Made up of representatives from many different planets, they seek peace, knowledge and education. There are Stationed Knights who patrol specific areas, Knights Errant who wander throughout the galaxy going on missions and looking out for trouble, and Administrative Knights who help the organization run smoothly, as well as improve and grow. They specialize in Education, Knowledge, Diplomacy, Science, Technology, and more. It takes years of rigorous training beginning as a Page, then a Squire, before completing final exams to become a Knight, however there is nothing better than the pride a Knight feels when he or she finally earns their shield. They operate under a strict code of chivalry, which gives the Knights Organization their unique character.

The Code Of Chivalry:

1. A Knight must show loyalty to the Organization and its beliefs
2. A Knight must use restraint in the use of violence
3. A Knight must show respect and tolerance for all races and species
4. A Knight must be courageous and never give in to fear or the enemy
5. A Knight must be generous to all who are in need
6. A Knight must bring those who do evil to justice
7. A Knight must guard all those who are weak and in need
8. A Knight must act honourably in all aspects of life



THE SQUAD

RED

Red is a spunky, energetic, 12-year-old little alien, and she's ready to take on the galaxy! Imaginative, eager and easily frustrated, Red had a hard time making friends on her homeworld, always feeling like maybe she belonged somewhere else. In the Knights Program, she also had trouble connecting with her peers, who sometimes found her eagerness and enthusiasm overbearing. It's never easy when you don't fit in, especially as a kid, so Red relishes every opportunity she gets with her new team, who take a liking to her right away.

Red joins the team as their Squire, that is, a Knight-in-training. She's supposed to learn from the sidelines, but has a hard time staying out of the action. Her specialty is weapons, and spending every spare lonely moment training is finally paying off. Whether they need a sword, an axe, a spear or a mace, Red's got them covered. Though she's got a lot of technical knowledge, she has a lot to learn about life before she can pass her tests and become a full-fledged Knight.

Now counting on her to pass all her tests so their planet can join the Knights Organization, the secretly sinister Queen is personally overseeing all of her progress. It's a little stressful sometimes, but Red is determined, and ready to do whatever it takes.



RED



OLLY

Ollly is the last known human in existence. The Earth has long since been destroyed, and though he has never lived on Earth, he is fascinated by it and what he calls his "lost culture". He likes to collect things from Earth - but often hilariously misinterprets their intent or purpose. Ollly is just looking for a place to call his home, and people to call his family.

Even though he's just turned 20, he's still a child at heart. Laid-back, goofy, and loveable, Ollly strives to have fun with everything he does! He's trusting - sometimes probably too trusting.

When their previous captain left, Ollly took over as leader the squad, though he's really not a natural leader. He tends to make gut decisions, and has a hard time thinking ahead to the consequences. He follows his gut and often his heart, always wanting to do the right thing. He tries his hardest, and his teammates see this enthusiasm and dedication in him. They love him and are always loyal to him...despite the sometimes disastrous outcomes of his plans.

In addition to leading as the team's Captain, Ollly is gifted technologically. He loves to tinker with the settings of the ship, build new devices, or fiddle with old electronics he finds from Earth.



OLLY



CLAW

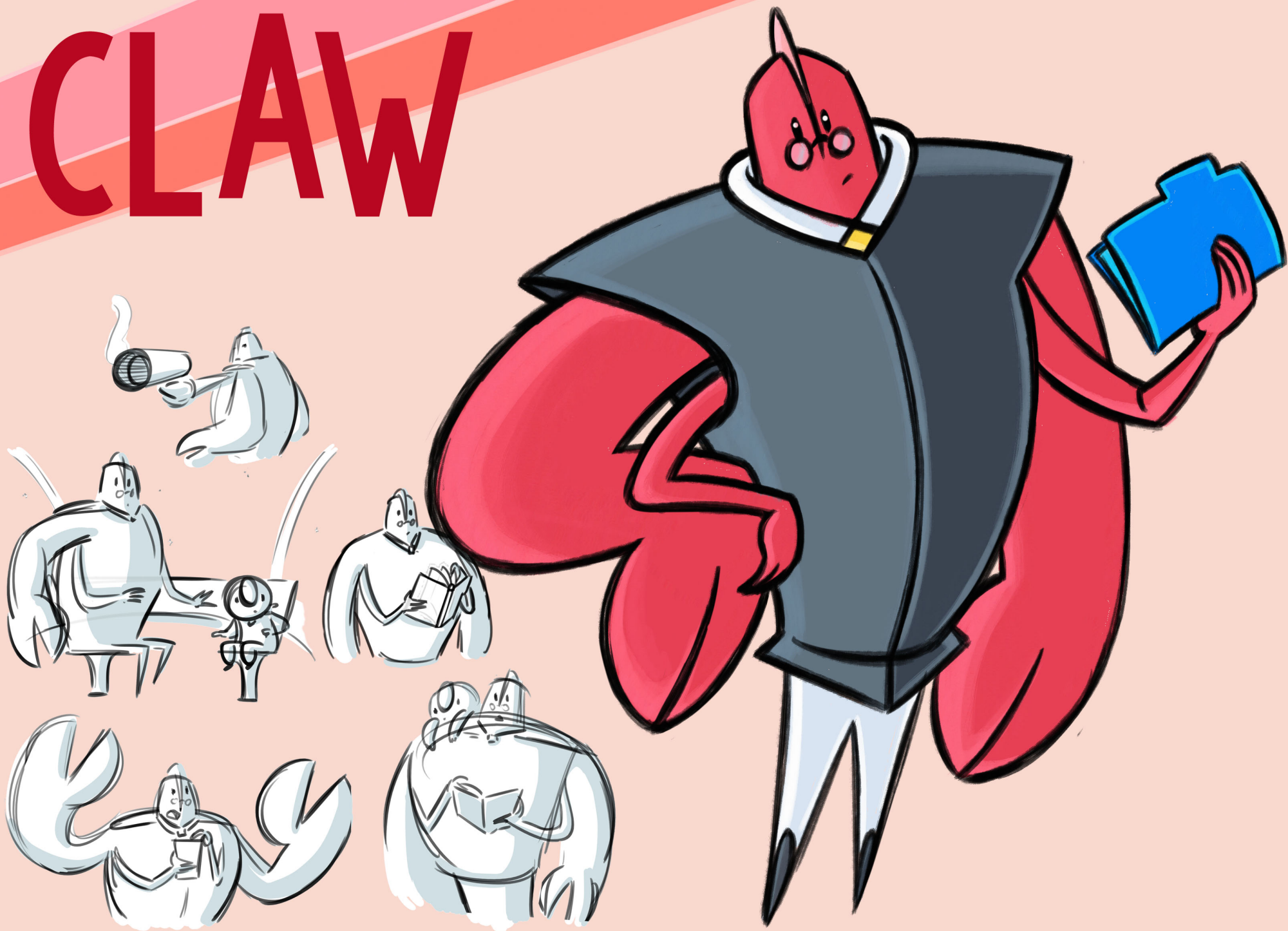
Claw is a large lobster-like alien, who acts as Olly's second in command. Because of her size, people often mistake her for the strong one on the team. However, she is highly intelligent and rational, and is often the mastermind coming up with the team's plans. She would much rather come up with strategies and tactics than to actually go out and fight - however she is tough and will go where needed, especially to protect her teammates.

Soft-spoken, calm and protective of her teammates, Claw often goes along reluctantly with Olly's plans to ensure no one gets hurt. As the only real adult on the team, she also acts as the "team mom", a position which she cherishes as much as she does her teammates.

Claw and Olly met while training in the academy, and have been best friends ever since. She is very protective of Olly, and because of this, it takes her a while to warm up to Red and fully accept her into the group.



CLAW

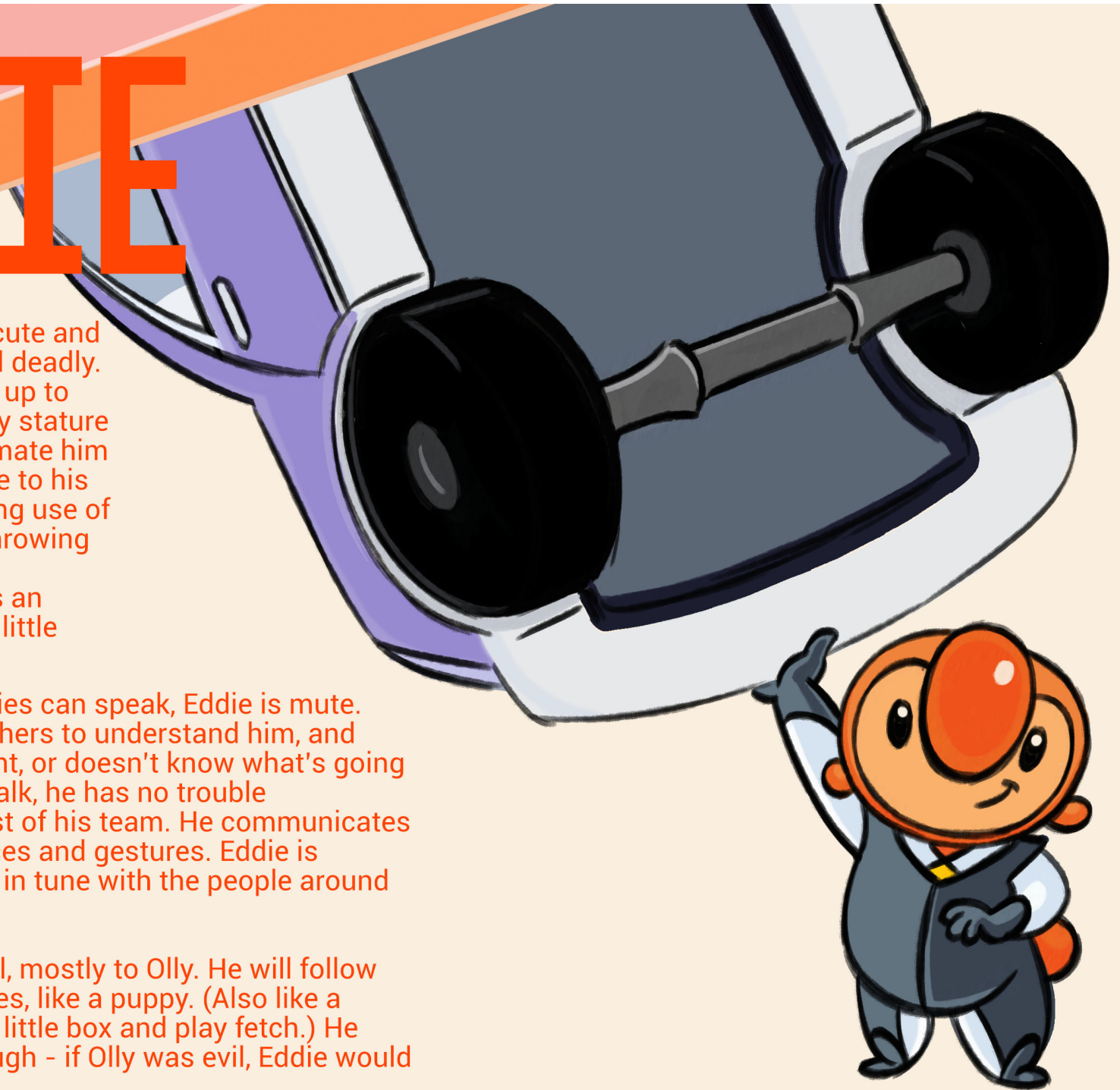


EDDIE

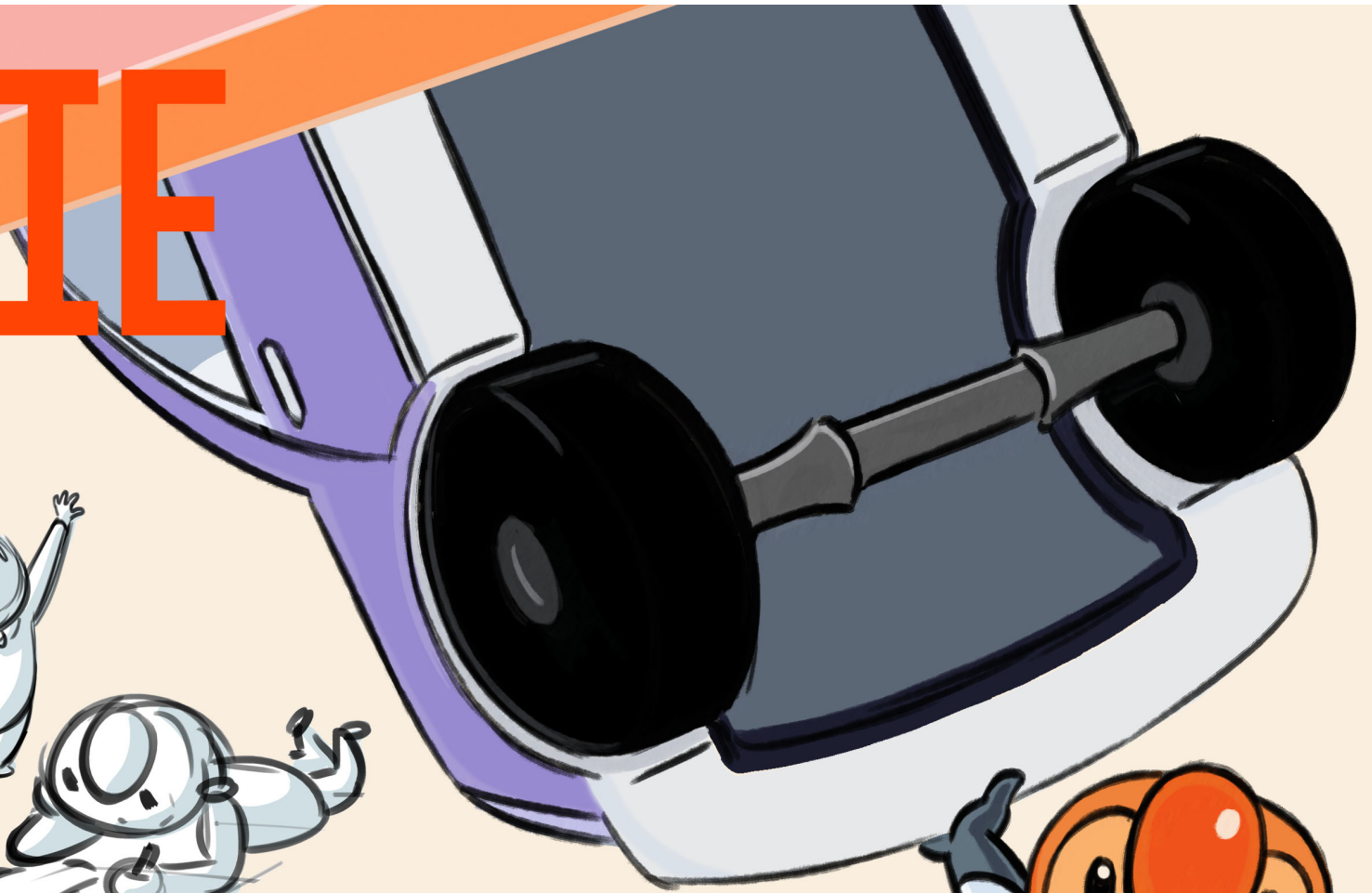
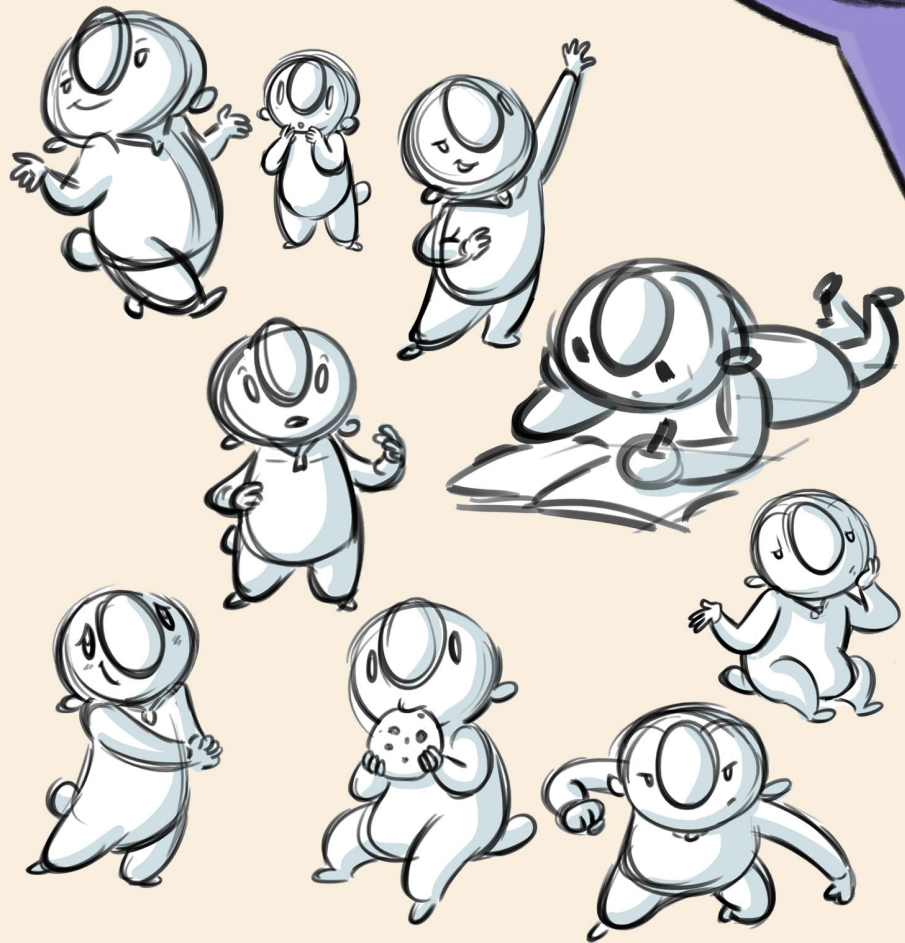
Eddie is a tiny alien who is cute and cuddly, and also, strong and deadly. Like an ant, he can lift things up to 5,000 times his size. His tiny stature causes others to underestimate him in fights, and he loves to use to his advantage. He enjoys making use of his incredible strength by throwing heavy things or engaging in hand-to-hand combat. He's an impulsive and mischevious little munchkin.

Though the rest of his species can speak, Eddie is mute. This makes it difficult for others to understand him, and often think he is unintelligent, or doesn't know what's going on. Despite his inability to talk, he has no trouble communicating with the rest of his team. He communicates mostly through looks, glances and gestures. Eddie is actually quite sensitive and in tune with the people around him.

Eddie is also incredibly loyal, mostly to Olly. He will follow Olly around wherever he goes, like a puppy. (Also like a puppy, he likes to sleep in a little box and play fetch.) He might be a bit too loyal though - if Olly was evil, Eddie would be too.



EDDIE



ZEP

Zephyr, (or Zep, as Olly calls him) is an agent of the sinister organization known as KROME. Though he's only 14, he has worked for KROME his whole life, growing up within the organization and looking up to his father, one of its leaders. Zep is a very righteous individual, he believes firmly in justice and in doing what's right. Unfortunately, what he believes is right has been skewed by his long service to KROME.

Thanks to a third eye, which he keeps hidden when not in use, Zep has lightning quick reflexes which make him an incredible martial artist. If he gets close enough to his prey, he can do a lot of damage without ever taking a hit himself. Stealthy, sneaky and serious, this kid is considered one of KROME's most powerful weapons, a fact which has definitely gone to his head.

In addition to being silent when he stalks and fights, Zep is quite closed off to the world. He doesn't care too much about forming relationships, except for with his estranged father, whom he finds it difficult to connect with. This emotionless side of him is greatly challenged when he joins forces with Red, Olly and the team (a bundle of emotions every colour of the rainbow) but eventually ends up making lifelong friendships with them, and really realizing what it means to fight for what you believe in.



ZEP





THE VILLAINS

KROME

"Freedom Above All"

KROME is a rebellious, anti-government contingency of ex-mercenaries and war-hardened veterans, started by disillusioned survivors of many intergalactic wars. While the Knights believe the solution is to band together, KROME believes each planet should be free to make their own choices, and mind their own business. They disagree with the often black-and-white morality of the Knights Organization, and believe that life just isn't quite that simple.

While initially an organization with good intentions, KROME is considered a corrupt and delinquent group by many in the galaxy. They often use extreme measures to reach their goals, and have harboured many fugitives and criminals within their ranks. However, the values they espouse of freedom from oppression have been enough to sway many to join them. Ultimately, their main goal is to bring down the Knights Organization. Whether it truly is for freedom, as they claim, or some sinister personal gain...well, one can't be too sure.

Nox



Nox is the leader of KROME, and once spent years undercover as a Knight. He used to be the captain of Olly's team, the Knight Master to Olly's squire, and they became close friends. However, when his cover was starting to slip, he framed Olly and abandoned the team altogether. He lost part of his left leg trying to save Olly during a Knights mission, and had a prosthetic installed that doubles as a sword. He now walks with a cane, although it's mostly to lull his enemies into thinking he is much weaker than he actually is.

As the Leader of KROME, he believes the Knights Organization is corrupt, and that planets should be free to do whatever they choose. KROME believes that the Knights Organization views the world in black and white, but that life and philosophy, and good and evil, is far more complicated and colourful.

Though KROME has been growing steadily for years, Nox is all about results and pushing the boundaries, and finally believes he's found the perfect ally to finally complete his goal of ridding the galaxy of the Knights once and for all - Queen Avadi.

NOX



QUEEN AVADI

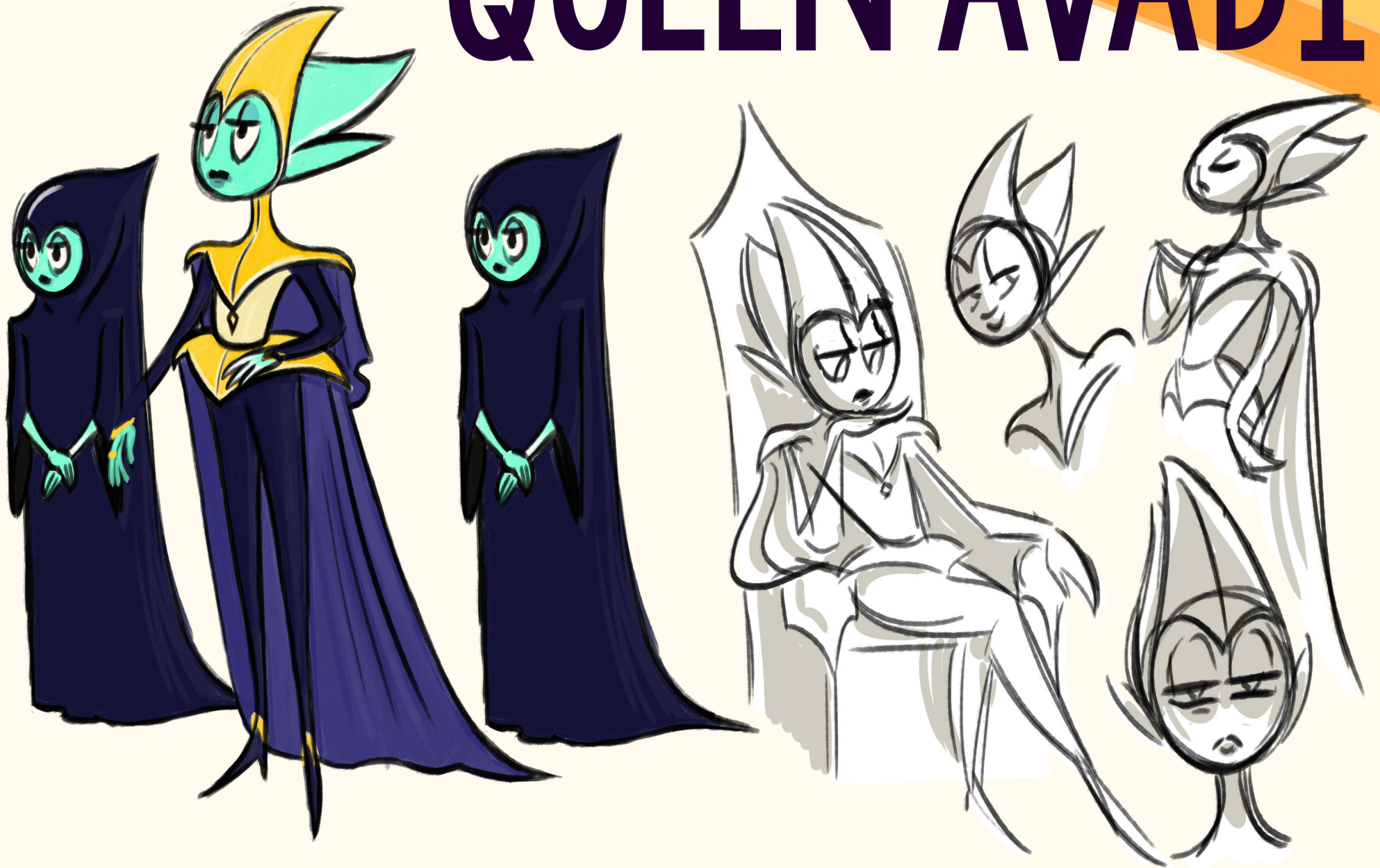


Queen Avadi is calculating, robotic and logical, and like the rest of her species - with the exception of Red - unable to feel emotions. She dislikes that Red is half-human, a fact which she has hidden from the young girl, as humans are not highly regarded in the galaxy. Though she sees Red as a lesser being than the rest of her species, their planet is in crisis and Red might be their only hope. Their sun is dying, her people are ill with radiation poisoning, and the very landscape of their planet is changing, a full blown climate crisis. They need the Knights help, but have never been able to join the organization because their unfeeling, insensitive temperament disqualifies them as viable protectors for the galaxy.

However, when the Queen discovers that Red's unique emotional nature could be used to get them into the Knights Organization, she sets her own sinister plan in motion to join and take over the Knights for her own purposes, using KROME as a means to an end.


The Queen seems harmless on the outside, but is far more fearsome than she looks. She's got some tricks up her sleeve that will turn the tide in ways that no one could ever see coming.

QUEEN AVADI



THE WORLD





The world is our universe, much further in the future. The Earth has long since been destroyed, and humans have been slowly disappearing. After a string of wars and much unrest in the galaxy, a few planets joined forces to protect each other, vowing to protect each other in times of conflict, and share their knowledge and resources with each other.

More and more planets started to join, and soon, the Knights Organization was officially established. At this point, there are many planets that have joined the Knights System. Some groups dislike the Knights. There are anarchist groups that want to take them down, there are outskirts planets that refuse to join, there are pirates, bandits and undiscovered space that is full of the unknown, and ready for adventure.



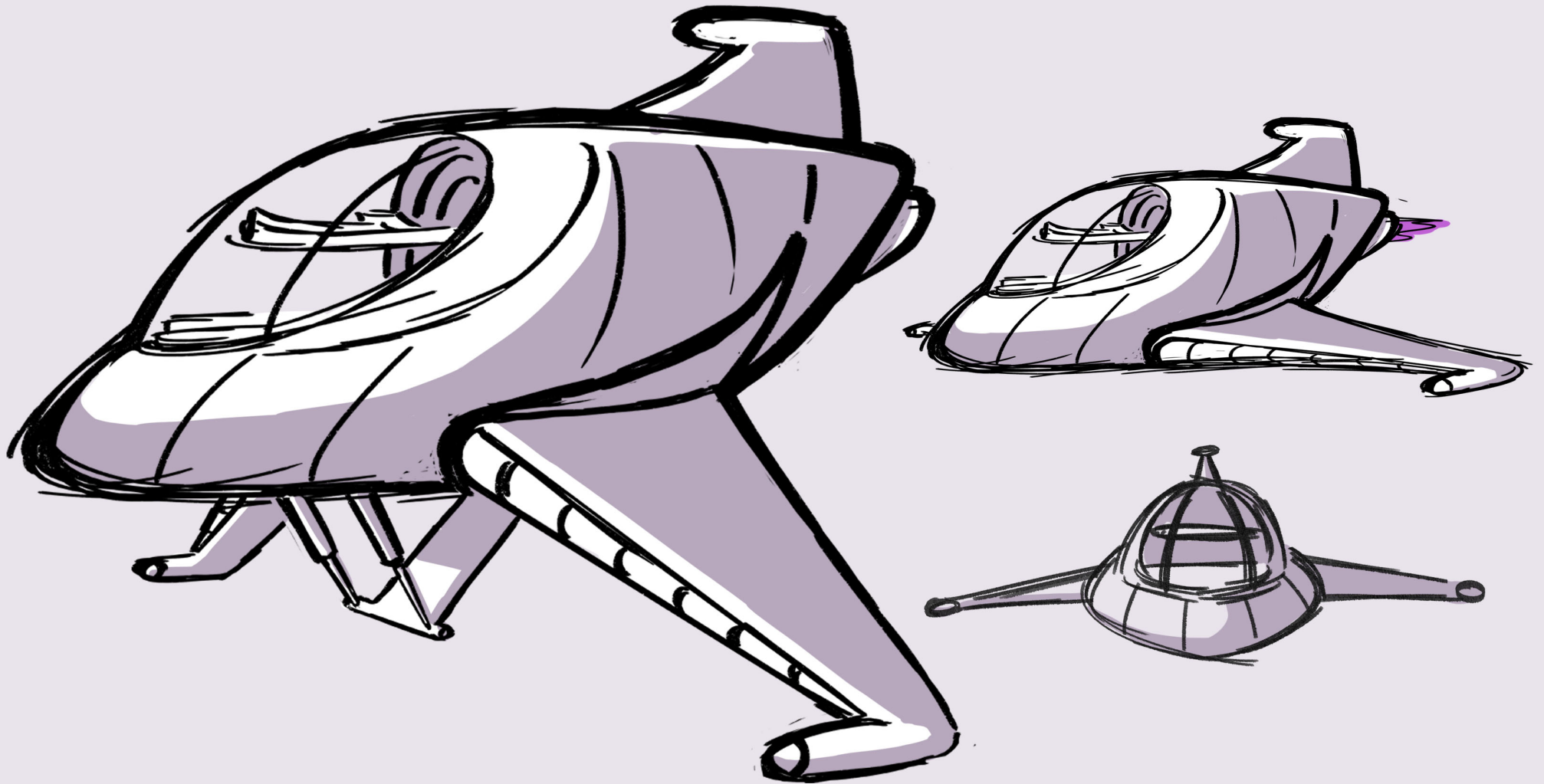
PLANET KEF

PLANET ZANIAR

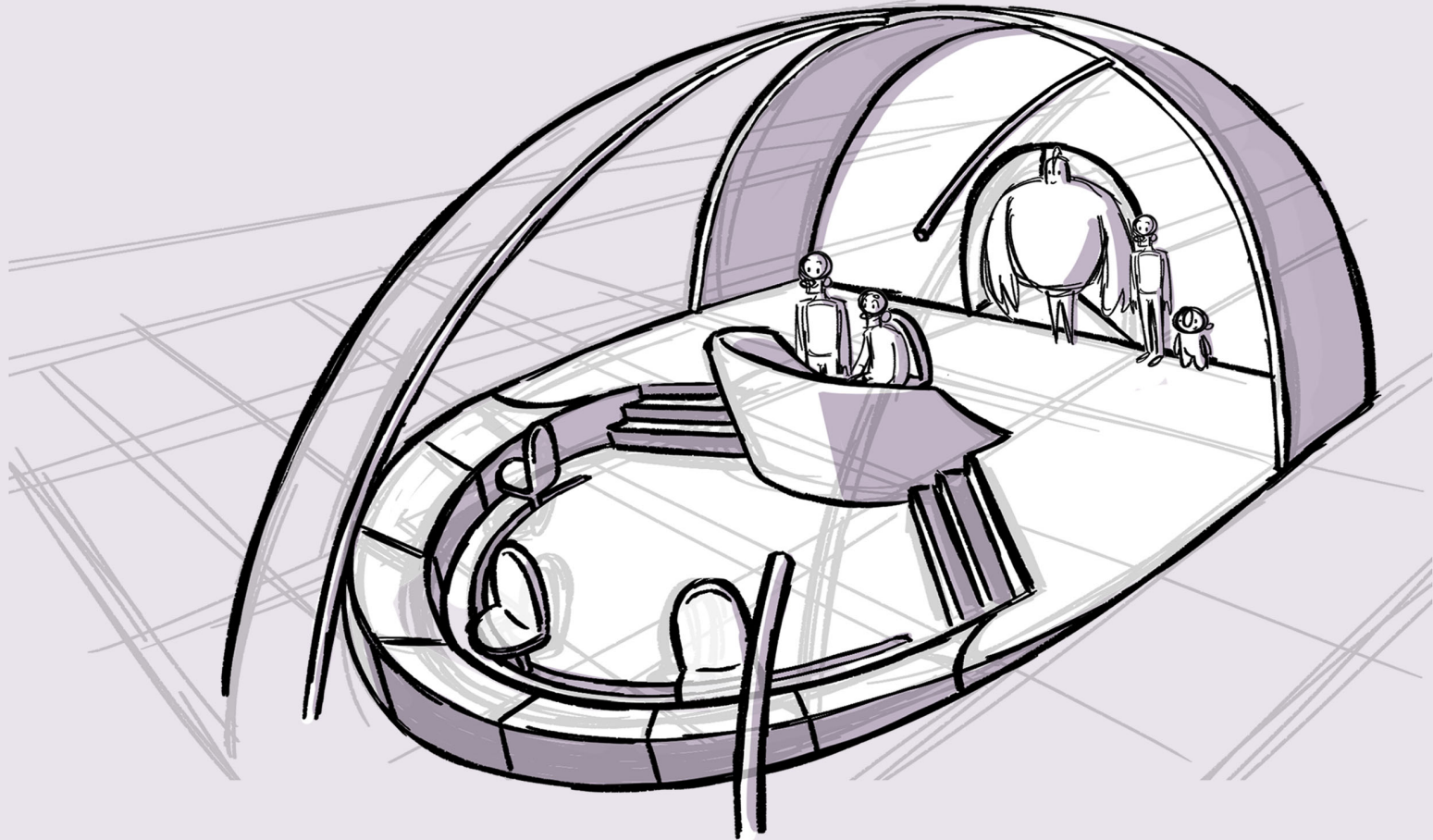
Olly and the Team begin the series as Stationed Knights, who patrol three planets in a small star system. Planet Aurim - a dusty gold planet with tons of troubles, Planet Kef - a planet where the biggest challenge is the icy landscape, and Planet Zaniar, which is a supposedly uninhabited gas giant.

PLANET AURIM

THE SPACESHIP

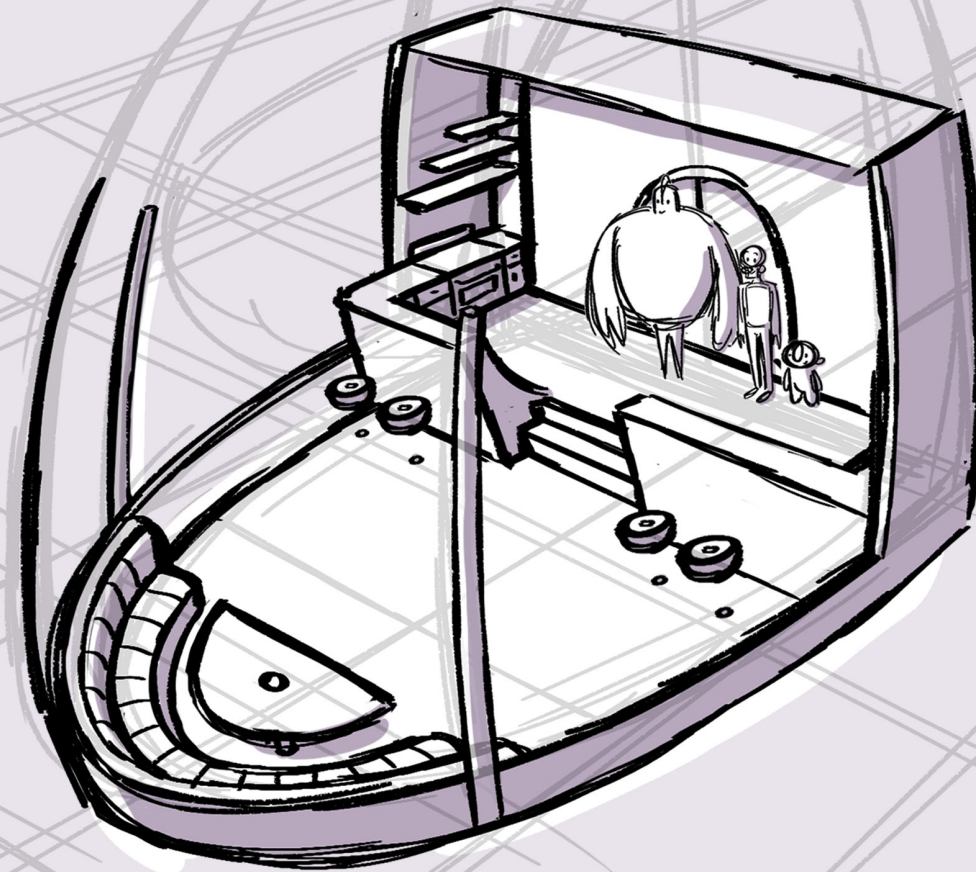


THE SPACESHIP



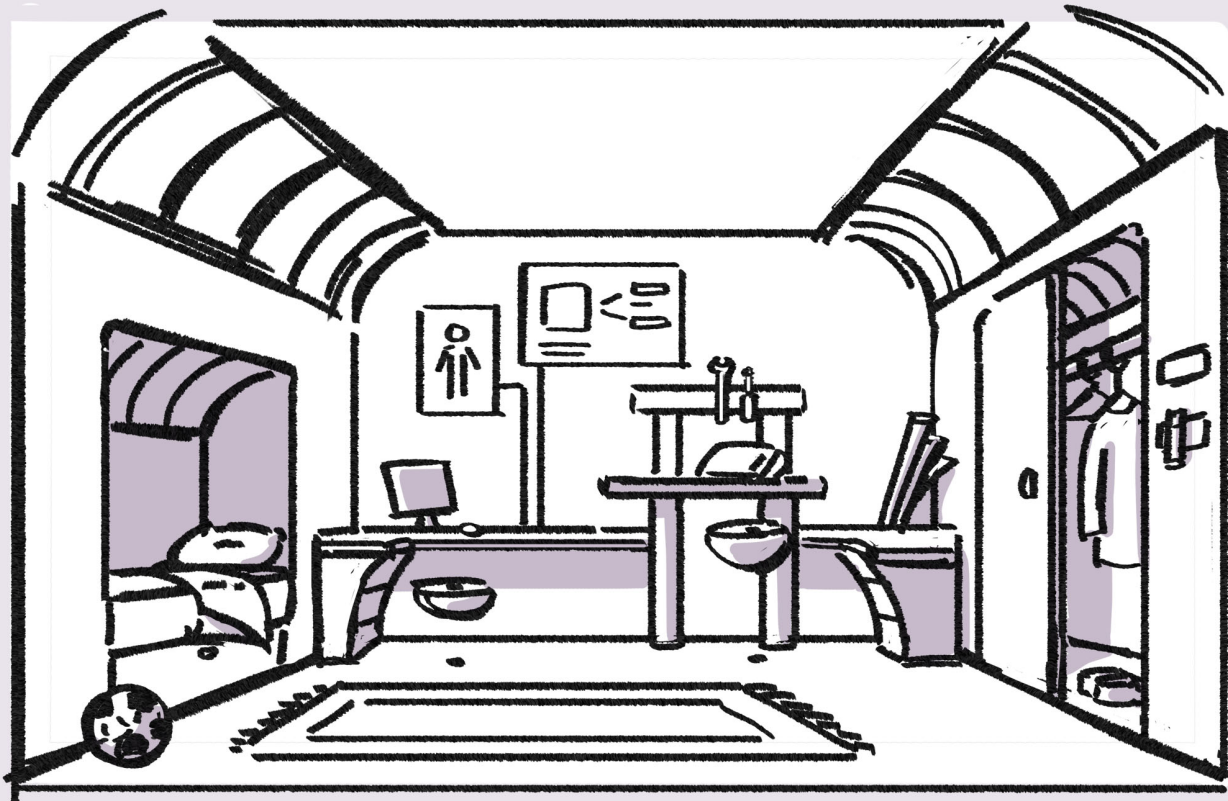
The team's spaceship is quite large and acts as the team's home as well as their own mini space station. A typical unit of Knights is made up of four people, so the ship is built to accommodate four, which makes for an interesting situation when Zep joins the team. The ship has bedrooms, a kitchen, a gym, a medical wing, an equipment room, holding cells, a bridge and a lounge. The team spends most of their time in the bridge...

THE SPACESHIP

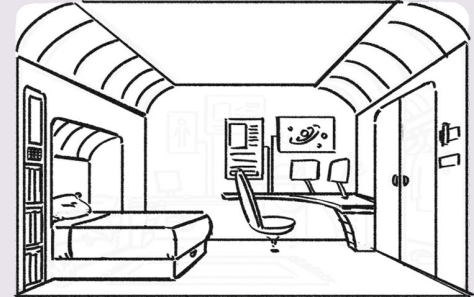


...the lounge, or of course, the kitchen.

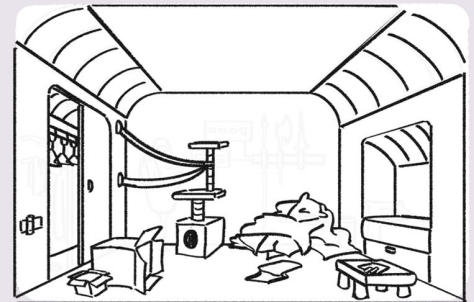
THE SPACESHIP



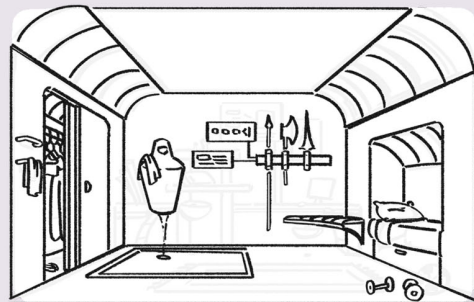
OLLY'S ROOM



CLAW'S ROOM



EDDIE'S ROOM



RED'S ROOM

THE CITADEL

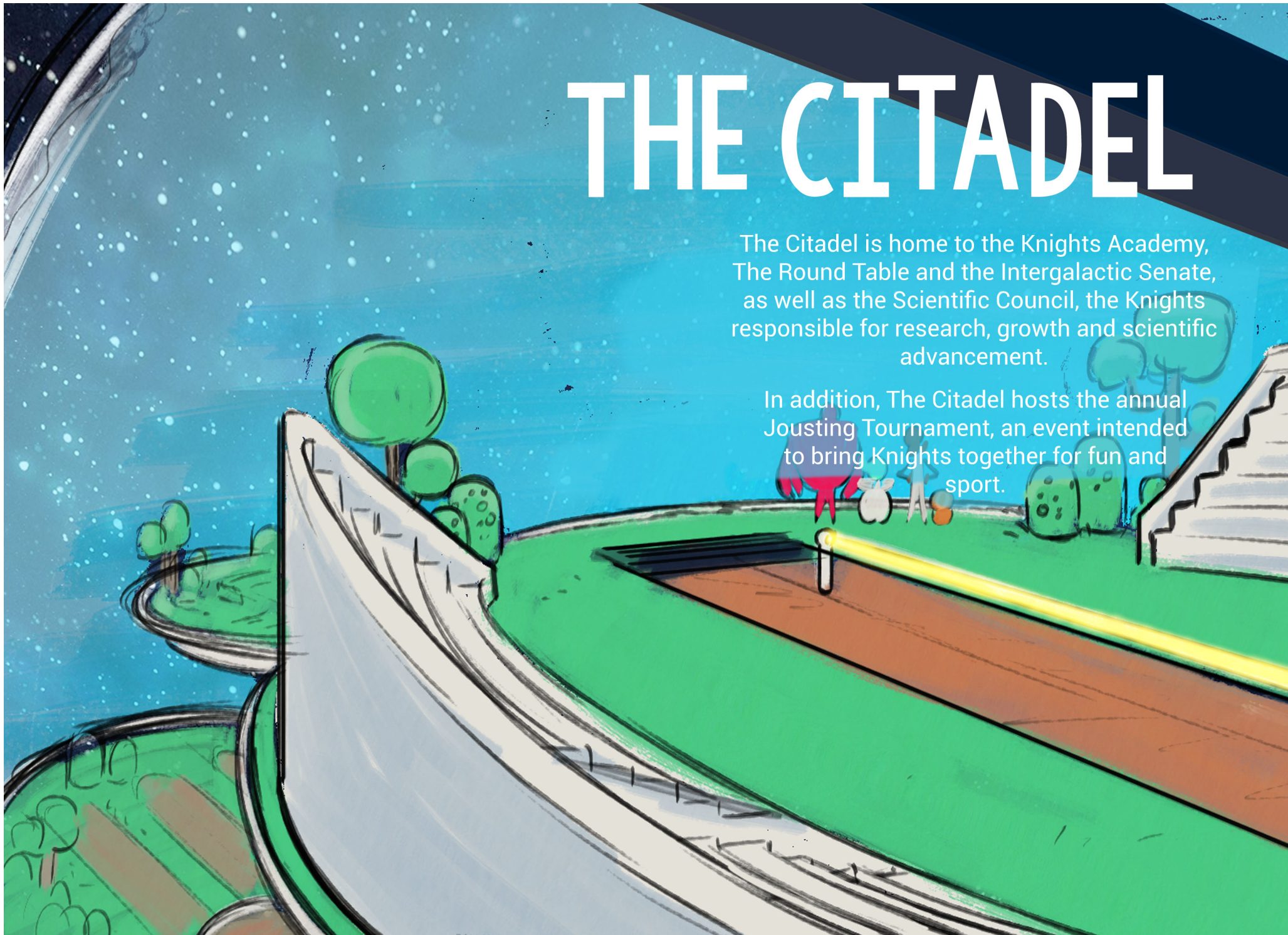
Red and the Team return to Knights Headquarters - a floating space fortress known as The Citadel - regularly to check in, to make reports, talk with the council, or take a day off and to walk through the lush grounds.



THE CITADEL

The Citadel is home to the Knights Academy, The Round Table and the Intergalactic Senate, as well as the Scientific Council, the Knights responsible for research, growth and scientific advancement.

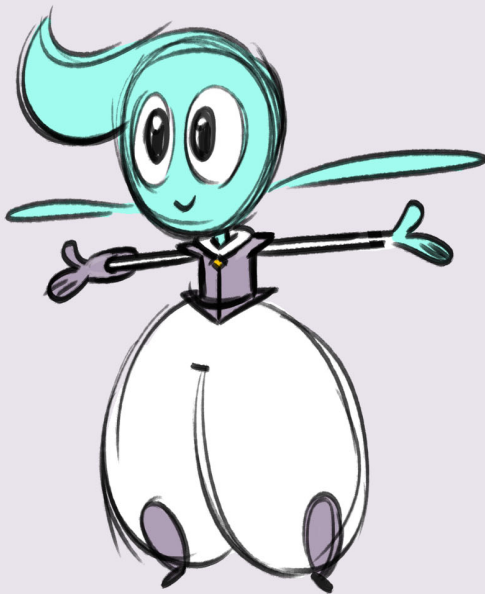
In addition, The Citadel hosts the annual Jousting Tournament, an event intended to bring Knights together for fun and sport.



THE ARMOUR

The Knights wear armour that is made of special lightweight materials. Their armour protects them from the dangers of battle as well as the harshness of space.

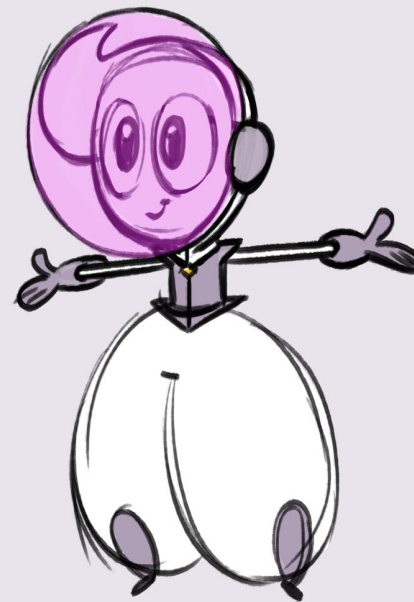
Their visor, being made of light, becomes their helmet for when they are out in space, or in an environment without breatheable air.



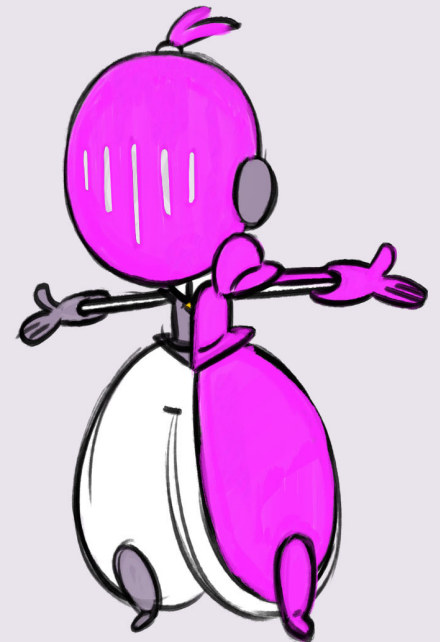
REGULAR
ARMOR



VISOR UP



HELMET UP



JOUSTING

THE GEAR

The Knights main weapon is their sword, which uses their "Hard Light" technology to create any weapon, in any shape or size. A mace, a flail, an axe, a hammer, a dagger - anything is possible.

Their light technology is also used to make their helmets, their visors, and their shields.



THE GEAR

When a Squire passes all their tests and wins their shield to become a Knight, they are given a customized shield that represents them.

Olly's shield features a lone wolf howling at a full moon, to represent his status as the last human. In addition, it has small flowers, representative of Oleander, a hardy adaptive shrub from Earth, for which Olly is named.

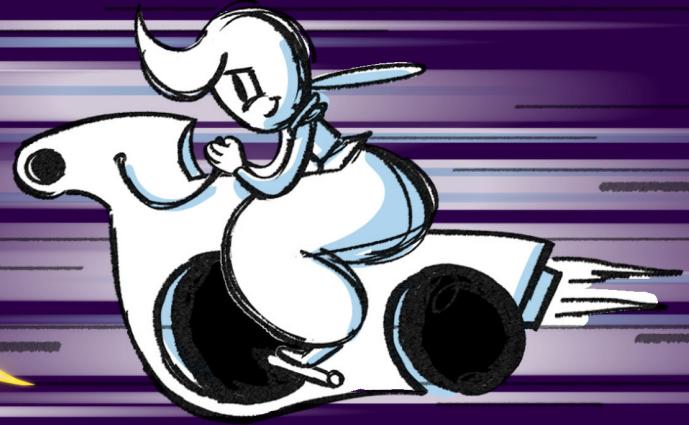
Claw's shield represents the symbol of her people's ancestors under a bright and shining sun.

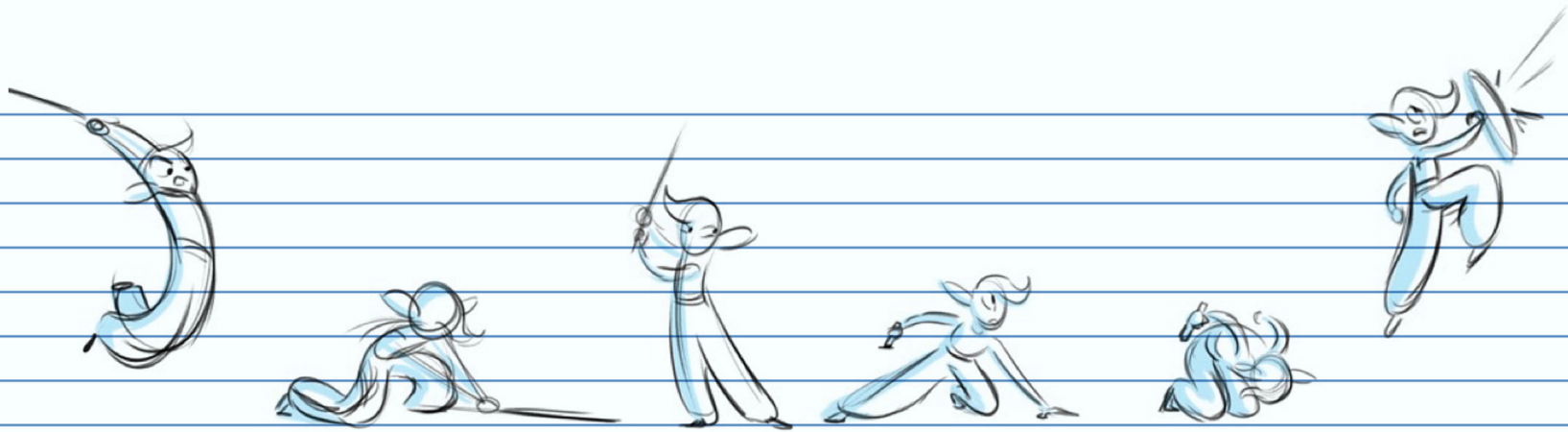
As a squire, Red does not have a personalized shield yet, and uses a generic plain shield.



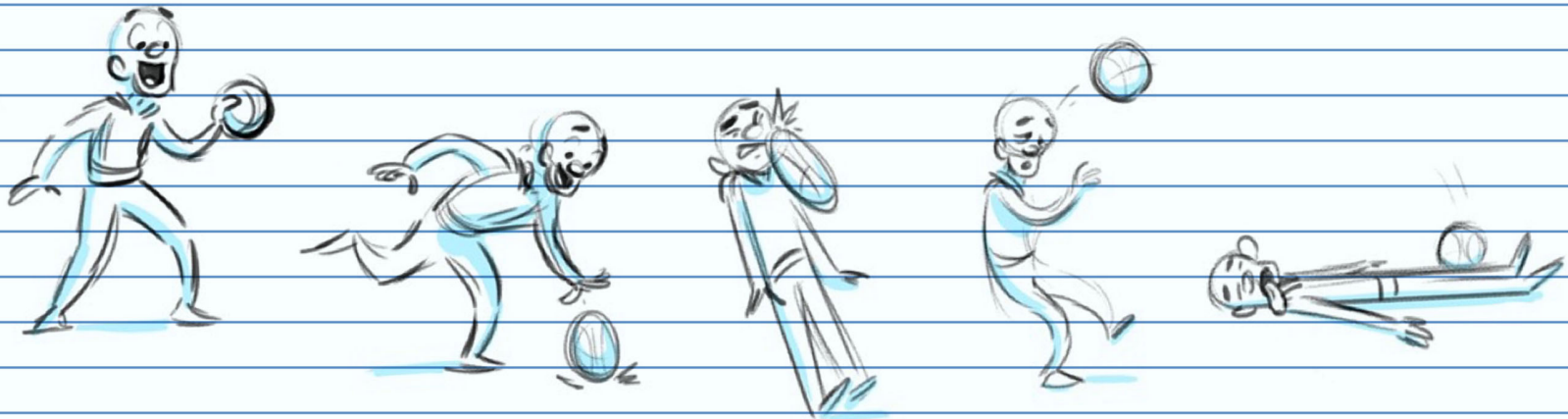
THE HORSES

The Knights ride into battle on AI powered horse speeders. These robotic horses are made specially for each Knight, and they become a Knight's loyal companion and steed.





SPRINGBOARDS



RED'S FIRST DAY

Tired of being stuck with chores, Red finally gets a chance to accompany the team on a mission, only to find it was a little harder than she had bargained for!

JOUSTING 101

With the annual jousting tournament coming up, the team heads back to the Citadel to teach Red all about it.

SKATER CHASE

The team gets called in to deal with a notorious bandit who has been hiding out on the icy planet of Kef.

TOO GOOD TO BE TRUE

When they return to the Citadel, Red discovers something sinister going on within the Knights' own walls.

MISS ME?

Olly and the team find themselves in trouble when Olly angers a fellow captain on his patrol.

CLEAN CUT

Red is excited to finally have a day off, only to find out that Olly has a special mission planned for the team.

LAST MAN STANDING

While on a clean up mission Olly finds a new device from Earth, and becomes obsessed with it.

STALKER

After the incident at Knights HQ, Red finds out she is being followed by an unknown stranger.



The background is a deep blue gradient. A bright, glowing, yellowish-white nebula-like shape is on the right side. Scattered throughout are numerous small, light blue diamond shapes of varying sizes, some of which are slightly blurred, giving a sense of depth and movement.

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