



A proposal and bible  
For a one-hour television dramedy

Created by  
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## *"Space Mission Six"*

*A proposal/bible for a one hour television dramedy*

### *Premise:*

Our show is set in the year 1965 in Hollywood. It is a behind-the-scenes story of the development and production of a new, ground-breaking episodic science fiction television show called *Space Mission Six*, and the crew of the G.C.(Galaxy Cruiser) "Constitution."

The show rotates between two settings: the production offices of SM6, located in the decrepit Kay-Byrd Studios, and the soundstages where the show is brought to life. Occasional locations would be the coffee shops and restaurants around the studios and the homes of our principal characters.

There would be three layers: one, the professional life of our characters, revolving around the offices and soundstages of the studio, and the personal life of those characters: the relationships, struggling marriages, personal demons, as the pressures of producing a weekly science fiction show, the most demanding series up to that time, take their toll. The third layer: the outside writers who must contend with low pay, the pressure of deadlines, and the ego of the executive producer.

Occasionally, we will go to the network headquarters in New York, where Jack Pierpont, the executive producer and creator of the show, must deal with interference from the head of programming, who has his own vision for the show, and standards and practices who come down hard on Jack's vision of the future with its loose sexual mores and racy characters.

The show would have dual appeal: tapping into the retro-period following of shows such as "Mad Men", (in fact, we could call this the "Mad Men of the West Coast), as well as the behind the scenes comedy appeal of such shows as "30 Rock" and "The Larry Sanders Show", with the added draw of anything related to sci fi. There's something for everyone and by following the season by season history of our fictional program, plenty of rich material to mine for many years.

### *Our seven recurring characters are:*

**Kay Allen** - matriarch and CEO of the studio. Married and divorced from famous bandleader Harry Byrd. A woman with a lot of power she is a hands-on leader but doesn't really know about these newfangled shows her studio is now producing. She is fiercely loyal to her company and staff and wants to bring some prestige to Kay-Byrd studios by producing "Space Mission Six".

**Eric Phillips** - the actor portraying Captain Boone of the Constitution. Eric is an ex Navy Seabee who drifted into acting in the early fifties and started his TV career playing in westerns. As the star of the show, he wastes no time in reminding everyone of that fact.

**Jack Pierpont** - the creator/producer of the show - Jack is an ex-bomber pilot ( or so he says) who started as a writer for some of the same western shows Eric guest starred in. A bigger than life, expansive character, Jack is also a major dog when it comes to the ladies, and uses his considerable charm to score with the actresses he comes into contact with as producer of the show. He has his secrets, though...

**Samuel Stone** - associate producer - worked his way up the television ladder as an assistant director on live tv. He is the true voice of reason of the show, a pragmatic man who has to find some balance between Jack's grandiose visions and the bean counting network.

**Robert Tanner** - executive in charge of production. Bob is the true authority figure of the show, to whom even Jack must answer to. Bob has overseen more television shows than anyone else on the team and is the eldest member of the cast.

**Ray Lescue** - actor, first officer of the Constitution - a self proclaimed "serious" actor with Shakespearian training, Ray considers himself far above the material and constantly laments turning down famous roles from Hollywood's past. He openly ridicules the scripts until Jack reads him the riot act. He is forever threatening to quit unless given a bump and new perks.

**Andrew McMahon** - actor, portrays the ship's doctor: not too smart, hobbies are painting clowns and managing his fan club. Late 40s, started out in grade z noirs nobody ever saw. Got the job by virtue of a great agent and being the brother-in-law of Jack. Some of the show's best dialogue goes to Andy and he has a growing fan base of female viewers who love his quiet, intellectual character. Too bad life doesn't imitate art in his case.

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Other minor regulars would be the family members and loved ones of our stars.

These are our regular characters, backed up by guest stars portraying, what else, guest stars of SM6, outside writers, as well as occasional visits by network executives and the beleaguered story editor.

Loglines for first season episodes:

**"Pilot"**

The first episode, the pilot, brings our cast of characters together, both behind the scenes and in front of the camera, as the pilot of Space Mission Six is brought to the decrepit studio and encounters every conceivable set-back before completion. A flock of pigeons makes its home in the flys of the sound stage and plumbing noises take their toll on the production. The model spacecraft is too big for the effects house to mount and photograph, so they end up finding a new way to film the blue screen shots, making the camera move by rather than vice versa. Jack's reputation as a womanizer is established. The network is interested when Jack screens the pilot, but they want him to re-edit it, emphasizing more action and less philosophizing.

**"Sale"**

In the editing room, Jack supervises and has them take out all the intellectual stuff and leave the fight scenes, even reusing some by flipping the image. The network is delighted. But now the pressure is on. Jack must produce 10 episodes before the show even premieres and he scrambles to find established sci fi writers to fill the slate. He and his staff review the scripts and settle on one, "My Self, Your Self" as the debut story. The writer, a cranky, difficult character by the name of Irwin Kellerman, turns in a brilliant but unfilmable script about Captain Boone, who, when he goes through a strange force field surrounding a plant, splits into three distinct selves, each with a different history. On the planet, he finds the crew of the damaged ship have also replicated into threes and there is no way to bring them all back. He must decided to leave some behind.

The production team of SM6 finishes this episode and immediately goes into production on the second. They are off and running, and the next time we join the fearless team (and fictional crew) of Constitution, we are approaching the season debut of the series.

**"Extra Curricular Paranormal Activity"**

The series premiere approaches as Jack deals with a failing marriage, having started a relationship with one of his regulars from the show, the comely Captain's adjutant, Lieutenant Severance. Jack's wife, Connie, was once an actress who got her first break on Jack's first television show which lasted for exactly one season, "My Desert Island". Jack has become so flagrant in his shenanigans, he carries on

with the lovely Angie Larsen in his office, in plain view of anyone looking through the open blinds of his windows.

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Other shows will highlight the growing conflict between the insecure actor portraying Captain Boone and his second in command, who is becoming increasingly more popular with the public and the press. All the regulars begin counting lines and complaining to Jack that they are being shut out too often or relegated to background characters.

Each episode could start with a brief, 30 second montage highlighting the world events happening that week: popular music, politics, the Vietnam War, the space race, etc. Then, we go into the offices of Space Mission Six as the episode within the episode is being mapped out.

Other episodes will deal with the producer's constant struggle to keep costs down while maintaining the quality he strives for, others would delve into the brilliant minds behind the props and special effects which have to be accomplished with almost no money. The creative team, the actors, the producers, the family and friends, the "suits": "Space Mission Six" promises to give us a nostalgic, funny and exciting peek at the making of popular entertainment of mythic proportions, set in those tumultuous times of the mid to late sixties.

Intro:

*"Space is cold and unforgiving. It is vast, sometimes deadly. I work there. My name is Boone and I'm the Captain of the Galaxy Cruiser Constitution. These are some of her stories..."*



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