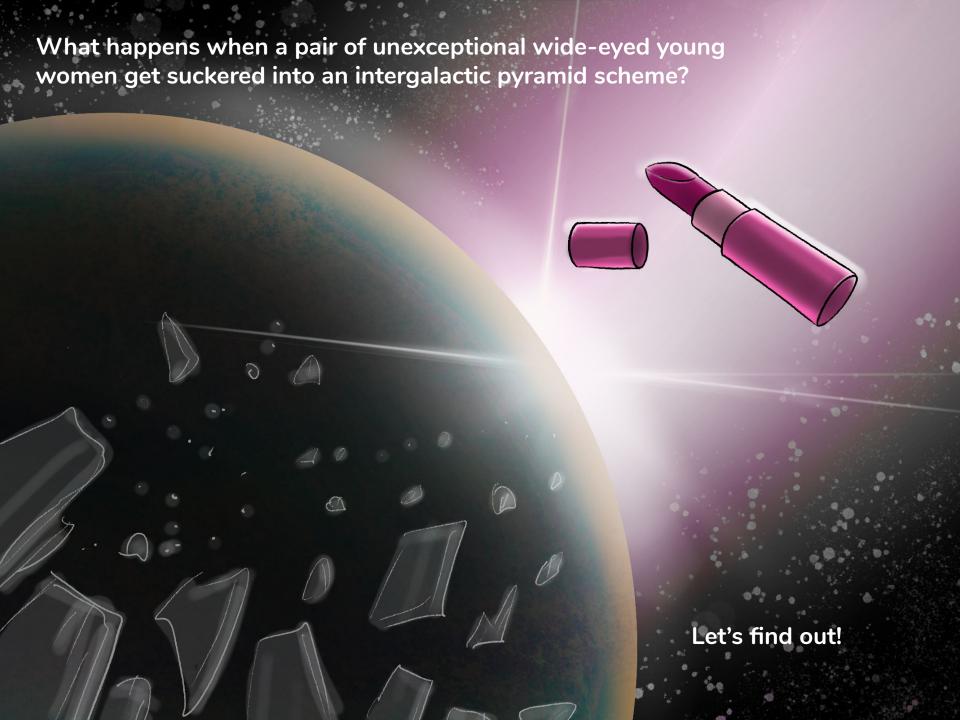


Space Chicks

Created by Karen and Bill Drastal





'Space Chicks' follows the misadventures of Sephi Quizot and Marfa Flyn. Two exceedingly average young girls that are trying to make their way in the galaxy. They both got suckered into a corrupt intergalactic multi-level marketing (MLM) company called PlexCo. Some say it's a pyramid scheme, but PlexCo has assured them that it's not a pyramid scheme, but a pandimensional, tricornered, intergalactic conglomerate. Totally different.

The girls travel all over the cosmos to try to make sales and grow their business. They encounter bizarre aliens, strange space phenomena, complicated sci-fi technology, and pushy MLM representatives.

Marfa and Sephi aren't known as being successful people by any means. They were both duped into being PlexCo reps with grand expectations and promises that it was going to be easy. Instead, it was anything but, and due to Marfa's laziness and Sephi's lack of confidence, they continue to bumble their way through problems they encounter.

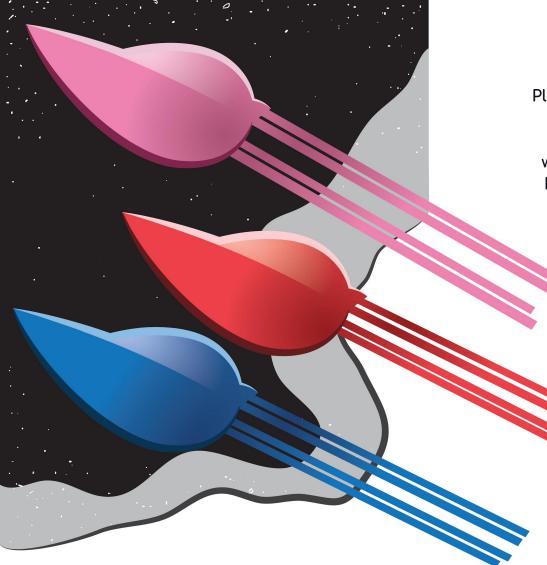


The Universe!

This universe is a very colorful place. Long ago, humans branched out beyond Earth to inhabit many different planets and have since evolved in different ways. There's also a multitude of species that come in all kinds of shapes, sizes and textures. The possibilities are endless. Marfa is from Mars and lives in a small town called Marstow. To help terraform Mars humans injected themselves with chlorophyll and thus turned all the humans to different shades of green. Sephi is from Venus, and for other sciencey technobabble reasons she's a shade of purple. Due to their visors and augmented reality technology, all humans can change their colors and, for the extra vain, entirely re-skin themselves if they want.

The technology of the future is quite advanced. Holograms are the main form of communication, space travel is available to everyone with personal space ships, drones are everywhere lending a hand, and those visors do everything else. Sephi and Marfa don't know how all of this future technology works, they just know how to use it, kinda. Similar to how the average person of today knows how to use a fridge, microwave, or smartphone, but couldn't build one for you or fix one if it broke.





PlexCo Find Your Success In The Stars!

All About PlexCo

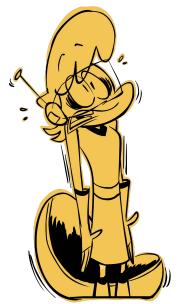
PlexCo is a giant corrupt company that says it's an MLM, but is actually a pyramid scheme. Many believe that PlexCo is their key to happiness, wealth, and all of their wildest dreams thanks to Bradford Kensington and his highly compelling marketing campaigns.

PlexCo's line of products are hastily made, cheap, and downright deceiving. The company only cares about recruiting new reps and getting money from them over and over again. The company develops its products and technology on-site at their HQ, which is headed by Edwin Struve. The universe's most scatterbrained and easily manipulated research scientist. The products are purely a front for their pyramid scheme, so PlexCo cares little about the actual products it produces. They pump out new products as fast as possible, so the inadequately tested products tend to have unintended consequences and side effects. As long as the box is shiny and impressive, that's all that matters to PlexCo. They have a full planet of lawyer drones ready for the expected lawsuits. They haven't lost a case yet!

Sephi Quizot

Sephi is unconfident, reserved and has lived a very average, mundane, and downright dull life. Her family even prides itself on how ordinary they are. No one rocks the boat; thus, nothing much happens at all. Therefore Sephi doesn't think highly of herself because she's never really done anything exceptional. Sephi craves validation and affirmation though. Deep down she longs for more excitement in her life. Through her unconfidence she longs to feel special. The idea of being wildly successful both intrigues and frightens her. She doubts herself and doesn't know if she has anything to contribute to the universe, but secretly, she really hopes she is. All of these qualities make her a perfect candidate for Roxi Vega to sucker recruit for PlexCo. Roxi slathers on the fake compliments, and Sephi eats them right up and signs up immediately. Sephi has grand expectations thinking that selling for PlexCo will not only be easy, but will finally give her direction and validation in life. Since Sephi has had such a lackluster childhood, she never really had to push herself, and so she never does. If the going gets tough, Sephi goes home. Sephi is afraid of conflict, so she avoids it as much as she can. Plex Co. promises instant success with minimal effort. What could possibly go wrong?









Marfa Flyn

Marfa has a big personality and is not afraid to show it. She's short, but she's mighty and so very loud. She comes from a large family where her childhood was mostly unsupervised. She knows how to do just enough to get by and is too lazy to have any ambition to do more. She's does whatever she wants and loves to sit back and see where the day can take her. It's hard to stress Marfa out. She only worries about her base needs and anything on top of that is gravy on the platter of life. She's childish, impulsive and always wants to have fun. Marfa's well known for dominating a situation and pushing things too far. She's not that great at reading a room. Boundaries and tact mean nothing to her and she doesn't think twice before swan diving into situations. Marfa learned about PlexCo when she discovered that they offer free food at the home parties. She gladly signed up when she heard that the distributor

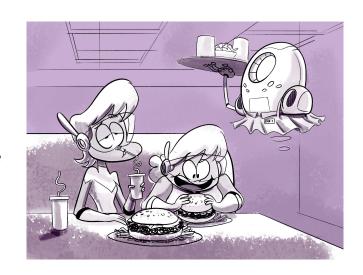






Sephi and Marfa

Sephi and Marfa met at a Plex Co. new recruit seminar. Before Sephi could say anything, Marfa had declared herself Sephi's distribution partner and hopped into Sephi's ship. They both have very different personalities, but strangely somehow their friendship works. Marfa charges forward into situations, and Sephi, with her fear of confrontation, let's her. Sephi is the worrier, while Marfa shrugs everything off. Marfa acts without thinking, and Sephi overthinks everything. Together they figure out a strange balance between the two and stumble and persevere through anything that crosses their path. Their friendship is fairly new and they're still learning a lot about each other. Over time their friendship grows. Sephi learns how to let go and stop worrying, and Marfa learns that her actions (and inactions) do have consequences.





Dating When it comes to dating, Sephi and Marfa are just friends, and they don't have any sexual chemistry. Marfa doesn't have any labels as to her sexuality. She appreciates beauty of all kinds. Sephi, on the other hand, hasn't taken much thought into what or who she wants in a relationship. Dating isn't something she's done much of, so she's not exactly sure what she's looking for. Essentially one of them is into everything while the other doesn't know anything.

Side Characters



Roxi Vega

A top distributor at PlexCo and the recruiter of Sephi and Marfa. Roxi's downline is quite impressive. She's a headstrong, independent and controling. She knows what she wants and exactly how she's going to get it and doesn't let anyone get in her way.



Bradford Kensington

CEO, CFO, CTO, COO, CIO, CMO, CRO, CSO, CDO, CLO, and CXO of Plexicorp Logistical Opportunistic Partnership. Also the dashingly handsome face of the company. He has all the charm, charisma, and wit to help you reach your potential. He strives to educate the universe on how to succeed as well as he has. He only shows up to events by hologram and while no one has met him in person everyone agrees he's one attractive being.



A research and development scientist at PlexCo HQ. He's soft spoken and kind, but has a tendency to ramble on and on to anyone within earshot. He enjoys talking about anything and everything, easily distracting him from what he was currently doing. Once distracted he has a hard time getting back on track.



Gen Huntsworth

A brash and overly confident PlexCo rep. She's got all the glitz and glamor needed to be one of their top sellers. She's also a complete scammer and will break and bend any rules so that she comes out on top. After Marfa and Sephi accidently screw her over Gen has now vowed to someday get revenge on the girls.

Roxi And The Girls

Roxi usually doesn't give a second thought to anyone in her downline. She just cares about getting results, but Marfa and Sephi stand out. At first it was because of all the problems and frustration they caused her. The girls are the opposite of Roxi's perfectly planned and controlled life. Every time there's a disaster Roxi is sure the girls will pack up and quit PlexCo. Surprisingly Marfa and Sephi just keep coming back. By all of Roxi's logic these girls just don't make sense. Sephi and Marfa think that Roxi does care about them, but at most Roxi has a begrudging respect for them. Think of the relationship between Dr. Cox and JD on Scrubs, without as much verbal abuse.





Episode Overviews

Roxi's Perfect Disaster

When Roxi gets picked to do a keynote speech at the PlexCo Expo, her perfectionism and controlling habits go into overdrive. Marfa and Edwin (the R&D scientist) try to warn her that weird things are going on with the Intelligel that Roxi will be demonstrating. Still, she is too focused on everything going exactly to plan to listen. Chaos ensues when millions of tiny goo-Marfas made of Intelligel storm the expo floor and ruin Roxi's speech. At first, Roxi is overwhelmed, crumbles, and hides. Then she realizes that it was her over-controlling attitude that prevented her from avoiding this disaster. Roxi composes herself and takes control of the situation, and the goo-Marfas are defeated! The Expo is now a complete mess that Roxi leaves up to the girls to clean.

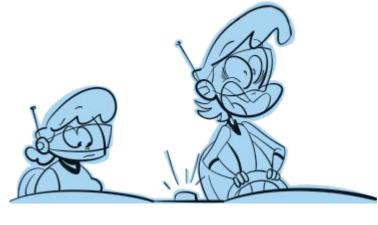


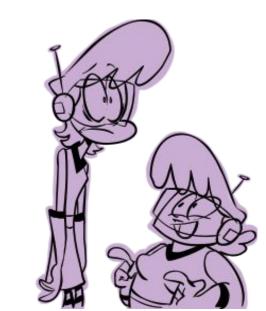
Marfa and Sephi Get Plexed!

When Marfa and Sephi meet Gen, one of PlexCo's top sellers, the girls get duped into buying ridiculous amounts of useless selling products. After a disastrous time using all of the gimmicks and crud that they purchased, they realize that it's much more effective just to be themselves and Gen is nothing but a con artist. They also learn a little more about each other and their friendship while being utterly clueless that they've made an enemy of Gen in the process.

Episode Overviews







Sephi, Destroyer of Worlds

After an unfortunate incident on a slug planet involving sea salt scrub, Sephi realizes her lack of confidence is holding her back. The girls head to a suburban world to try again. After Marfa accidentally gets knocked unconscious, Sephi realizes that she's on her own. She doesn't know if she can do this without Marfa, but Sephi knows she has to try. Marfa comes-to and finds Sephi selling like crazy! Sephi is so excited and proud that she didn't give up and was surprised that things went well! The girls don't know that back on the planet, the makeup Sephi sold the aliens is setting off a horrible reaction, and ultimately blows up the planet.



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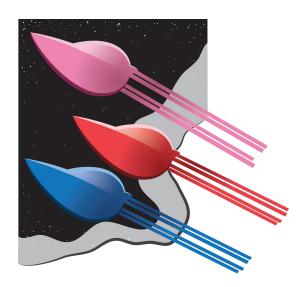
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DO IT NOW

DO IT NOW

The Creators





Karen Drastal



www.chubbybeagle.com



Bill Drastal

Bill is a producer and storyboard artist, and Karen is a producer, writer, and animator. We've both worked in animation at studios and for games all over California for over ten years. We enjoy developing stories and pitching show ideas. We have recently started an animation studio, Chubby Beagle Productions, and are looking forward to growing that business.

The experiences we've had with our friends and family members that have been (and some still are) involved with MLM companies inspired us to develop Space Chicks. Most of this happened in our early 20's, and this was a time when we were figuring out our lives and identities as adults. We wanted to make a show to tell all of these hilarious stories, and when we added in the elements of sci-fi and put it in the future, the possibilities became endless. We took inspiration from our own experiences and got creative to make a fun and relatable show. We've loved adding our goofy humor and adding parts of our own personality traits to all of the characters, and it's so much fun to figure out how they react going through such wacky adventures and learning so many life lessons along the way.