

BIONICS ON!

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franchise

In 1985, toy-based animated series, led by the successes of such series as *Thundercats*, *He-Man*, *G.I. Joe* and *Transformers*, were doing extremely well in both ratings and sales-wise. But, was there room for one more?

At the time as well, Universal, through their MCA distribution company, was one of the major power players in the field of producing live-action sitcoms for daily and weekly syndication, so they felt that the combination of their production and distribution machine, plus the appeal of the right concept would produce a *He-Man*-type show hit

for them. Universal felt that there were too many series on the air that stressed “mindless violence,” such as *G.I. Joe*, and so they wanted to create a project that instead centered more emphasis on the family and humor.

Universal decided to build a concept around their “bionic” fran-

chise, that they developed in the 1970's with the *Six Million Dollar Man* and the *Bionic Woman*, expanded and revamped for the 1980's. What eventually emerged was *The Bionic Six*.

This series starred an entire family of "bionitized" superhumans which, to stress racial and familial harmony, was composed of "All-American" test-pilot Jack Bennett, his scientist wife Helen, their teenage kids Meg and Eric, all Caucasian, and their adopted sons J.D. (who is Black), and Bunji (who is Oriental).

The story follows the lives of Jack Bennet, a Six Million Dollar Man-style bionic government agent and his completely oblivious wife and family of multi-ethnic adopted children who were hiking in the Himalayas when they were trapped by an avalanche. They were all crippled or paralyzed and on the brink of death, except for Jack, who managed to call his team of top-secret government scientists just in time to save them all by outfitting each with the same bionic body parts as their father. They became, in effect, the Thirty-Six Million Dollar Family, and to justify all those taxpayer dollars spent on their behalf they had to work for the government as a team called (you got it) the Bionic Six, who would run around in shocking yellow and red jumpsuits fighting a team of six equally powerful super-villains. These were Dr. Scarab (a pudgy, one-eyed, bald-headed man with a robotic eye) and his "Evil Minions of Destruction."

Each member of the family developed their own bionic super powers based on their personalities. By day they would seem like a normal family, but when danger called all they had to do was insert the ring each wore on their right hand into

a groove on the bottom of a bracelet each wore on their left wrist and scream "Bionics On!", and suddenly their regular clothes would disappear and be replaced by the aforementioned flaming jumpsuits and their super-powers would be activated. Jack was some kind of all-around great bionic guy. His wife Helen had a power I can't recall at all. Eric was a sports nut, so he got a bionic pitching arm and a power-bat with which he would hit plasma balls. Meg was a teeny-bopper rock-teen and she got a walkman that could send out destructive soundwaves. J.D. was a computer nerd and had the kind of power that related. And then there was Bunji, who turned into a super karate master. Each one also had a bionic code-name of Dad-1, Mom-1, Sport-1, and Rock-1. The names for J.D. and Bunji were I.Q. and Karate-1. And the family's robotic giant pet ape, F.L.U.F.F.I., who served as comic relief.

Set in the near future, the series featured the exploits of the Bennetts, and the creator of their bionics, Prof. Amadeus Sharp. They fought against the machinations of Sharp's evil scientist brother, Dr. Scarab, who named himself after the Egyptian insect that represented immortality.

Scarab's evil quest for immortality and control of the world kept the Bionic Six busy as they struggled not just to defeat their foes but struggle even harder to work out a "normal" family lifestyle.

With his evil band of bionic baddies: scheming Glove, a purple-skinned psycho who

wore a special glove that shot missiles and energy beams; sultry Madame O and Scarab's less than perfect creations; the motorcycle sounding Chopper, an evil biker who swung a special chain that was electrified; the man-thing Klunk, a big ugly mutant freak who looked like he'd been dipped in toxic waste; and the fuzzhuggy-loving Mechanic, a big dumb burly guy in overalls.

END

UNIVERSAL'S **THE BIONIC SIX**

Broadcast History

Syndication: April 1985

THE SCI-FI CHANNEL - 1996

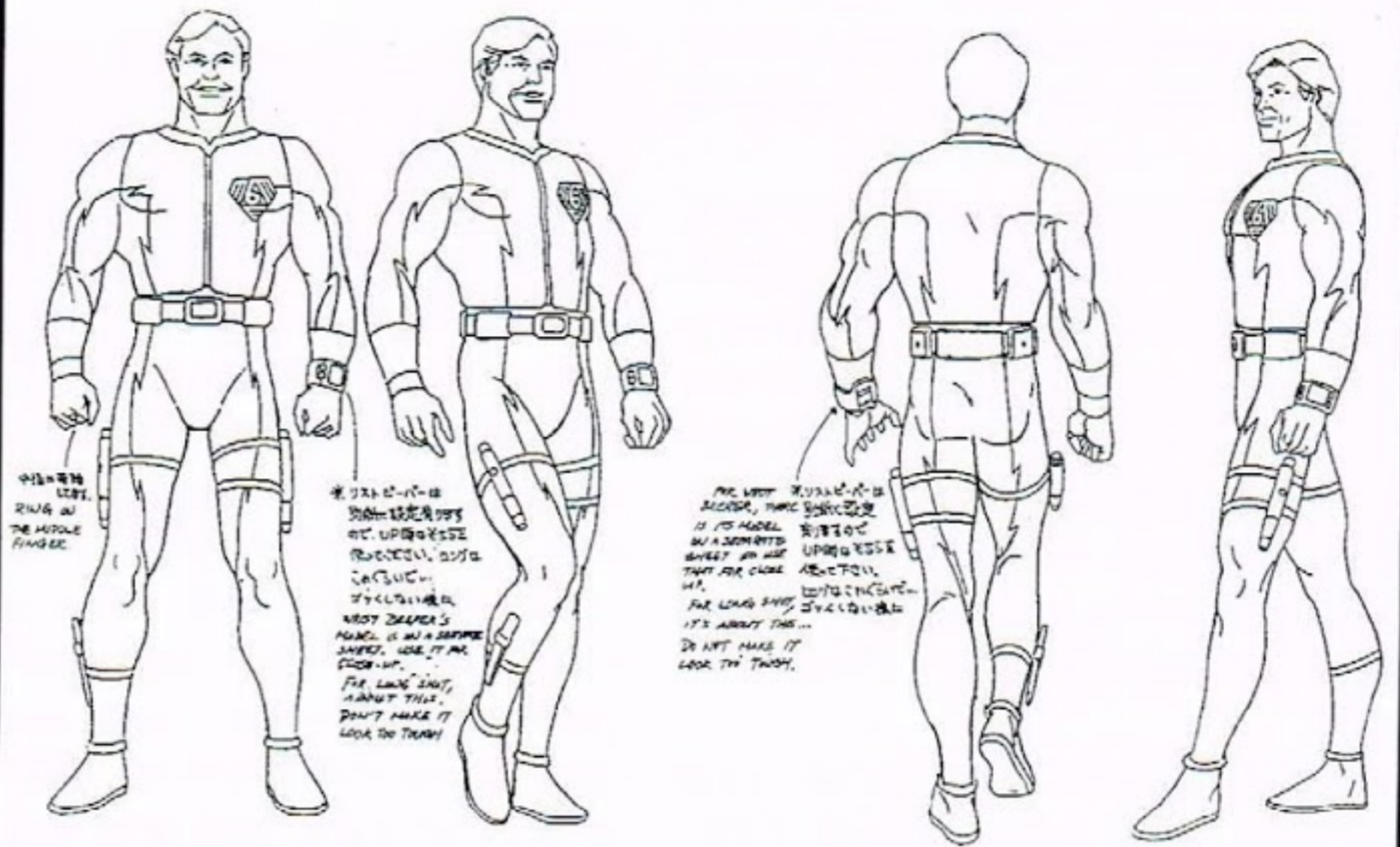
Executive Producer..... Yutaka Fujioka
Producer..... Gerard Baldwin
Directors..... Bill Hurtz, Steve Clark
Story Editors... Gordon Bessack, John Weldon
Character Designers.....
..... Michael Vosburg, Alex Toth, Gil Kane

CHARACTERS / VOICES:

JACK BENNETT / BIONIC ONE / PROF. AMADEUS SHARP Alan Oppenheimer
HELEN BENNETT / MOTHER ONE Carol Bilger
JAMES DWIGHT "J.D." BENNETT / I.Q......
..... Norman Bernard
ERIC BENNETT / SPORTS ONE Hal Rayle
MARGARET "MEG" BENNETT / ROCK ONE
..... Bobbie Block
BUNJIRO "BUNJI" BENNETT / KARATE ONE
..... Brian Tochi
F.L.U.F.F.I. / GLOVE / MECHANIC / CHOPPER
..... Frank Welker
DR. SCARAB Jim MacGeorge
KLUNK John Stephenson
MADAME O Jennifer Darling



JACK BENNET / BIONIC ONE



UNIVERSAL'S THE BIONIC SIX Storylines

THE VALLEY OF SHADOWS

J.D. (I.Q.) and F.L.U.F.F.I. visit an African Shangri-La and save The Stone of Life, the source of their immortality, from the evil clutches of Scarab and his group.

BACK TO THE PAST

Part I

Prof. Sharp invents a time-travel machine that allows The Bionic Six to return to the prehistoric era of dinosaurs, but Scarab interferes and dinosaurs escape into the present.

BACK TO THE PAST

Part II

The Bionic Six battle Scarab and his group while trying to return the dinosaurs to the past and to destroy the disruptive time machine.

ENTER THE BUNJI

Bunji (Karate One) is sent to a secret island for the Grand Master's Tournament of martial arts where he hopes to meet his long lost father — first however, he must battle Scarab.

ERIC BATS A THOUSAND

Eric (Sports One) gets to try out for the Yankees' baseball team when the Bionic Six go to New York on a mission to avert disaster from a meteor threat-

ening to strike the city. Meanwhile, Scarab wants the meteor himself for its precious, life-prolonging properties.

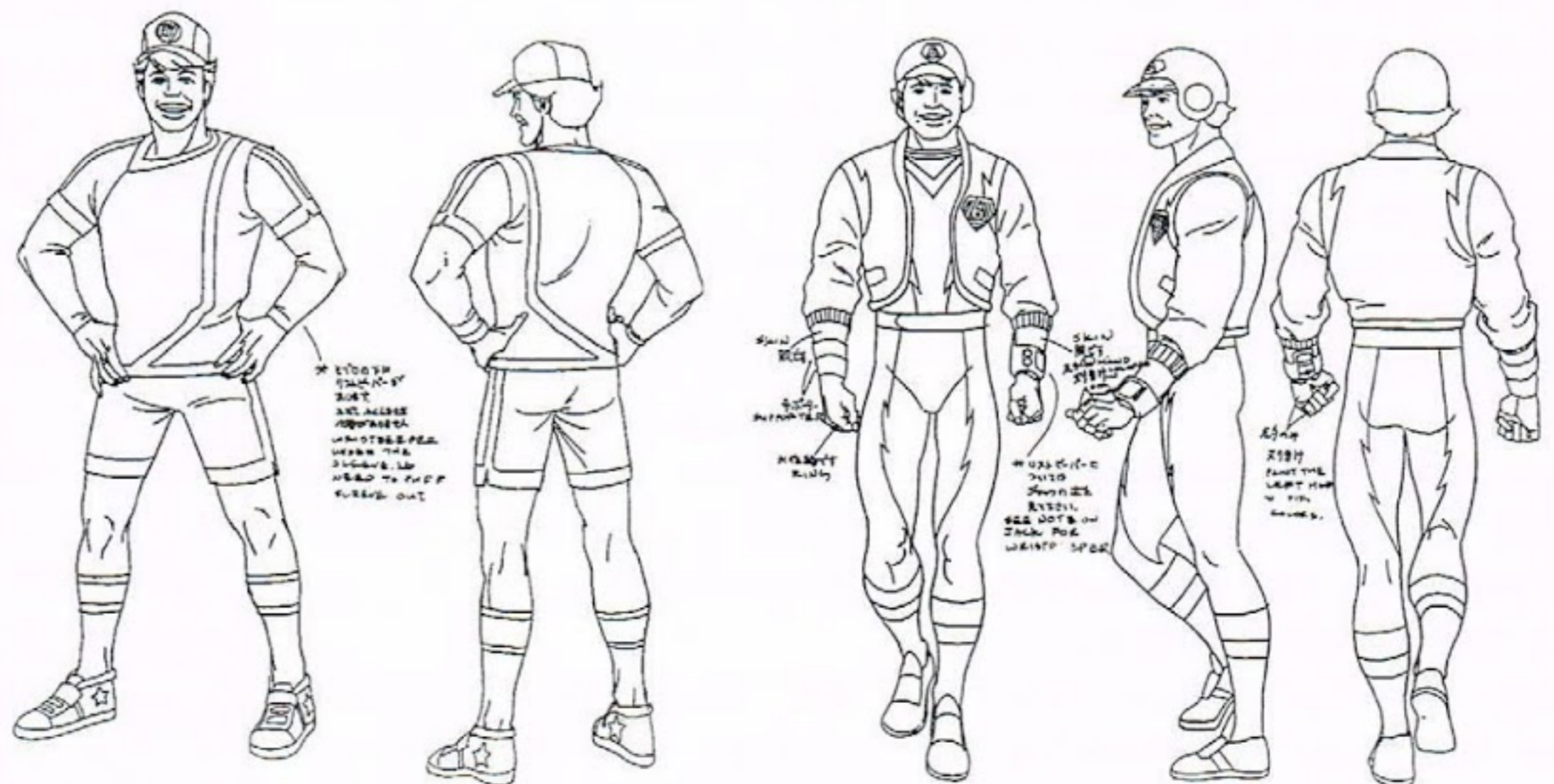
KLUNK IN LOVE

In a hidden undersea world, Helen (Mother One) discovers an exotic form of octopus that evokes a passionate response from Klunk.

MUSIC POWER

Meg (Rock One) looks forward to a mega-rock concert featuring the Ban-

ERIC BENNET / SPORTS ONE



droids, but Scarab has plans of his own for the android musicians.

FAMILY AFFAIR

When Prof. Sharp's Aunt Hilda makes a dying request that he reconcile with Scarab, Scarab takes the opportunity to kidnap his brother and attach him to the Mind Plumber — in an attempt to steal his bionic secrets.

RADIO SCARAB

The Bionic Six fight a raging fire deep in a mine beneath Pittsburgh while Scarab threatens to disable them forever with his powerful, crippling anti-bionic radio beams.

MASTERPIECE

Helen introduces her family to the art experiments of Dr. Hugo Fish, whose art-scanner is stolen by Scarab in his evil quest for fame and fortune.

BRAIN FOOD

When inventor Hugo Fish introduces a food in Paris that produces super-intelligence, Scarab steals it and The Bionic Six are faced with a villain who has extra powers.

THE CROWN OF THE SCARAB KING

Prof. Sharp finds an ancient crown that is stolen by Scarab who abuses its powers, forcing the Bionic Six to put an end to his army of sphinxes, mummies, and Egyptian artifacts.

HAPPY BIRTHDAY, AMADEUS

The Bionic Six throw a birthday party for Prof. Sharp that Scarab crashes in search of his secret bionic-lab.

MINDLINK

J.D.'s brain is linked to those of several brilliant kidnapped scientists within Scarab's ingenious super-computer.

I AM THE VIPER

A mysterious voice calling himself "The Viper" leads our heroes on a merry chase throughout the city, with his penchant for leaving clues to Scarab's future crimes whenever he calls.

BIONICS ON!

THE FIRST ADVENTURE

While tracking the source of a powerful energy wave in the Himalayas, the Bennett Family is trapped in an avalanche and, near death, need Prof. Sharp's bionic expertise to save them.

THE NICK OF TIME

Eric, awakening from a deep sleep, is told by Scarab that 30 years have passed and The Bionic Six and Prof. Sharp are forces of evil that must be fought.

FUGITIVE F.L.U.F.F.I.

When F.L.U.F.F.I. leaves home to meet his favorite TV hero in person, he is led astray by Mechanic and re-programmed to attack his owners, The Bionic Six.

EXTRA INNINGS

When Eric's baseball idol turns up at an old-timers' game looking 30 years younger Scarab kidnaps the guy to

discover the secret of his youthfulness.

NIGHTMARE AT CYPRESS COVE

Bunji must battle Glove, as Karate One, in the "dream state" to stop him from creating his new nightmare weapons.

JUST A LITTLE HANDICAP

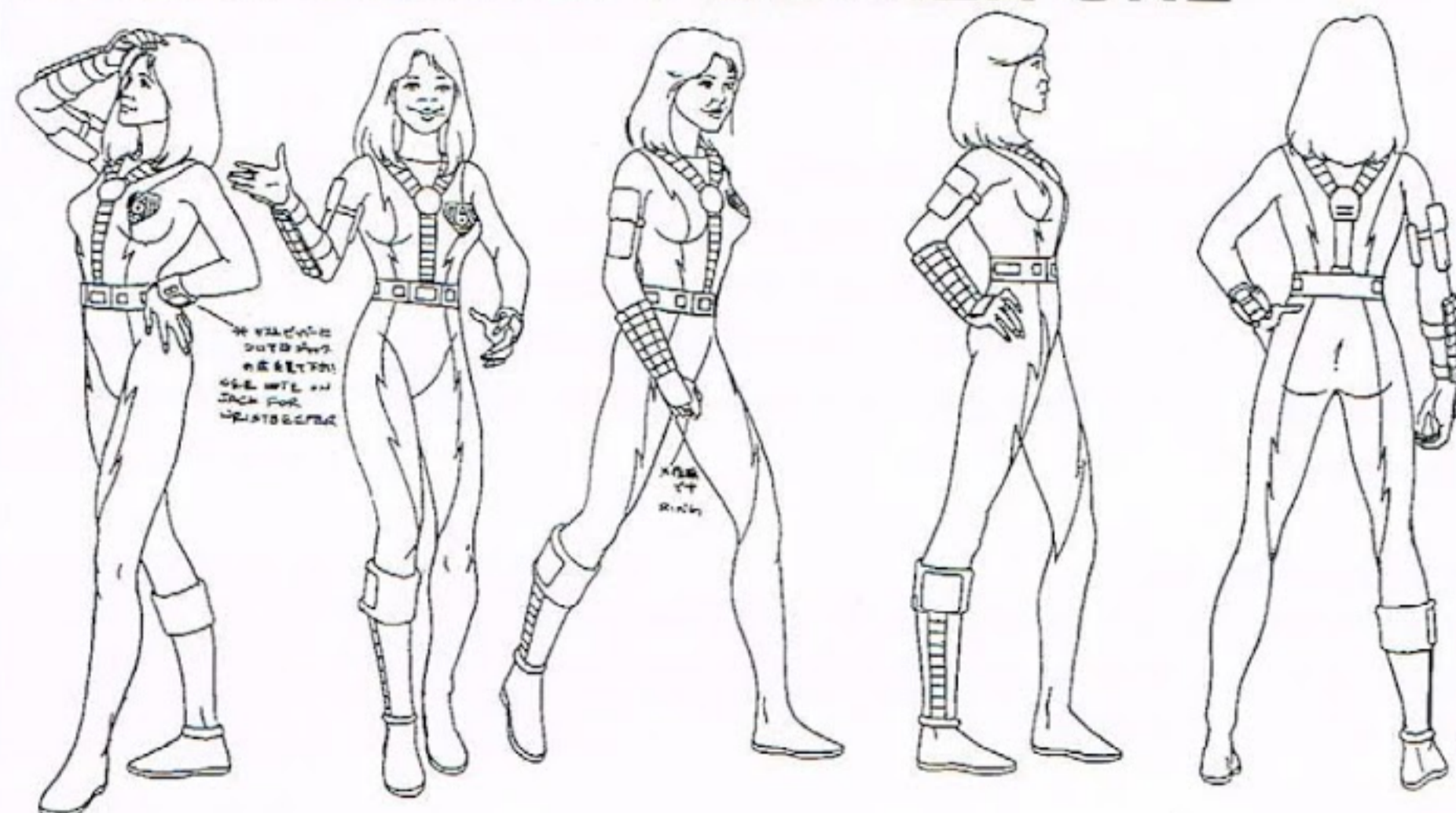
The Bionic Six try to help a brilliant but bitter handicapped boy named Ronnie who is misled by Glove into betraying them.

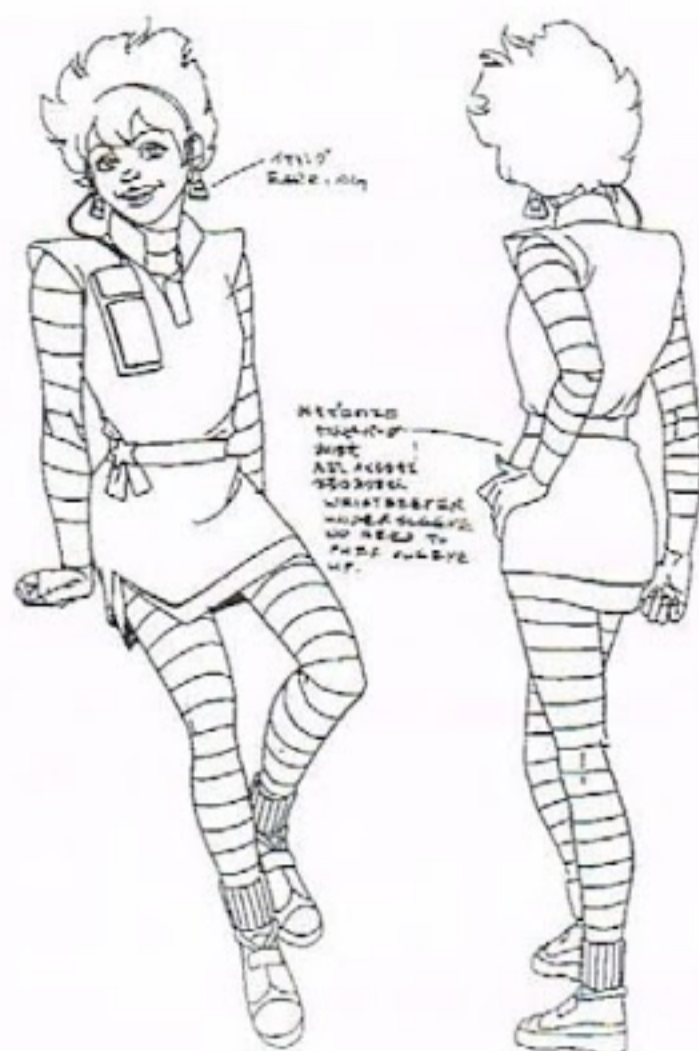
RETURN OF THE BUNJI

Bunji defends a Japanese village from the spirits of ancient Samurai warriors

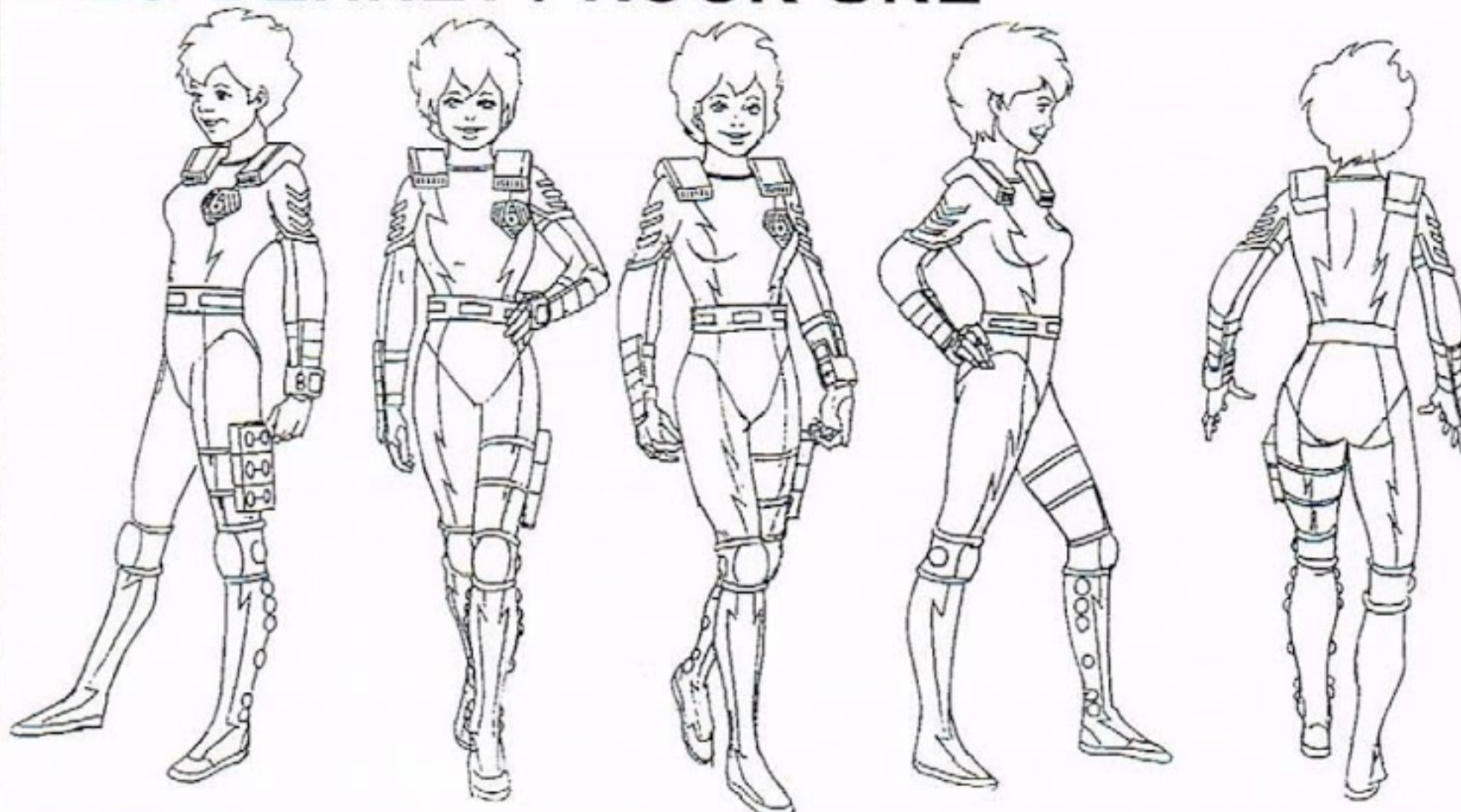


HELEN BENNETT / MOTHER ONE





MEG BENNETT / ROCK ONE



who are being manipulated by Scarab.

YOUTH OR CONSEQUENCES

Meg and the Bionic Six rescue a young scientist who has experimented with an anti-aging ray that Scarab wants to try on himself.

1001 BIONIC NIGHTS

In the Middle East, Helen is captured by a data-hungry super computer and she must feed it stories to save herself and the Bionic Six.

I COMPUTE, THEREFORE I AM

After Scarab gives two of his Cyphrons artificial intelligence, the Bionic Six must convince them to use their new powers for good rather than evil.

HOLIDAZE

The Bennetts go to Holiday World, a futuristic theme park, but are not aware that Scarab has gained control of the park and wants to add its android creatures to his army.

THE CASE OF THE BAKER STREET BIONICS

When J.D. and Bunji attend a mystery-lovers party, promising to solve the mystery game without using their bionic powers, Scarab and Madame O attend the party in disguise to exploit the opportunity and steal a secret computer component.

THE PERCEPTOR FILE

A man calling himself The Perceptor carries out acts of sabotage against hi-tech industries and presents the Bionic Six with a difficult challenge.

HOUSE RULES

While their parents are away, the Bennett kids throw a par-

ty in the Bennett house and come close to revealing the Bennett's bionic secrets to Scarab.

THE HIVE

The Bionic Six are captured by a secret colony of humans who have patterned their lives after insects, but the Six must help the "Hive" defend itself against an attack by Scarab.

JUNKHEAP

When Scarab makes the double mistake of giving the job of dumping a load of toxic waste to Mechanic, who dumps it in a junkyard, the terrifying result is a gigantic junk monster with a voracious appetite for everything.

PASS/FAIL

Meg's boyfriend Bim is led to believe he has bionic powers but he needs the Bionic Six to rescue him from the clutches of Scarab.

SPIN OUT (formerly "Wild Blue Yonder")

The Bionic Six discover a rundown antique airplane museum, restore it, and then foil Scarab's attempt to steal jewels hidden in one of the old planes.

UP AND ATOM

When Meg hears voices from a sub-atomic world, some of the Bionic Six must shrink to sub-atomic size to battle the invading shrunken Scarab forces.

A CLEAN SLATE

Part I

When Scarab's memory is accidentally erased, Prof. Sharp sees an opportunity to "re-make" his brother into a model citizen and Glove sees an opportunity to seize control of Scarab's empire.

A CLEAN SLATE

Part II

When Sharp's effort to re-make Scarab fails, the powerful new Scarab has advantages over the Bionic Six which he uses to subdue them until Sharp succeeds in returning Scarab to his former, manageably evil self.

BORN TO BE BAD

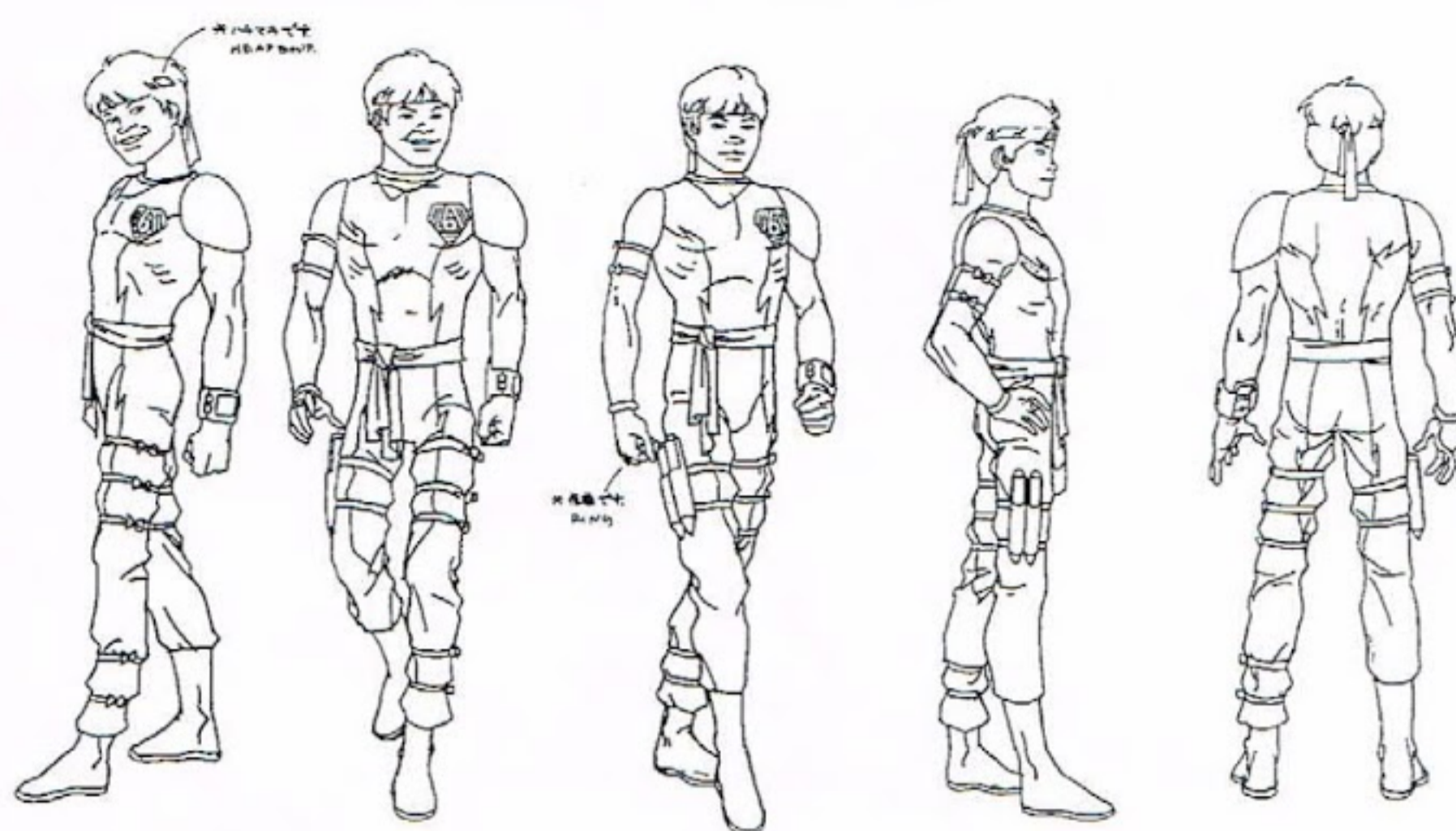
When J.D.'s friend Charlie is wrongly expelled from school, he joins a teenage gang (controlled by Scarab) that J.D. must also join in order to save his friend and clear his name.

THE MAN IN THE MOON

When a meteor deposits Bertonium on the moon, both Sharp and Scarab



BUNJI BENNET / KARATE ONE



make expeditions there and battle for the prize only to be beaten by the Black Star Ship and its sole occupant.

NOW YOU SEE ME...

When Bunji works on an ancient meditation that is supposed to make a person invisible, his brothers and sister pretend he really is invisible and Bunji believes them, but the joke backfires when Bunji tries to use his "invisibility" to track Scarab.



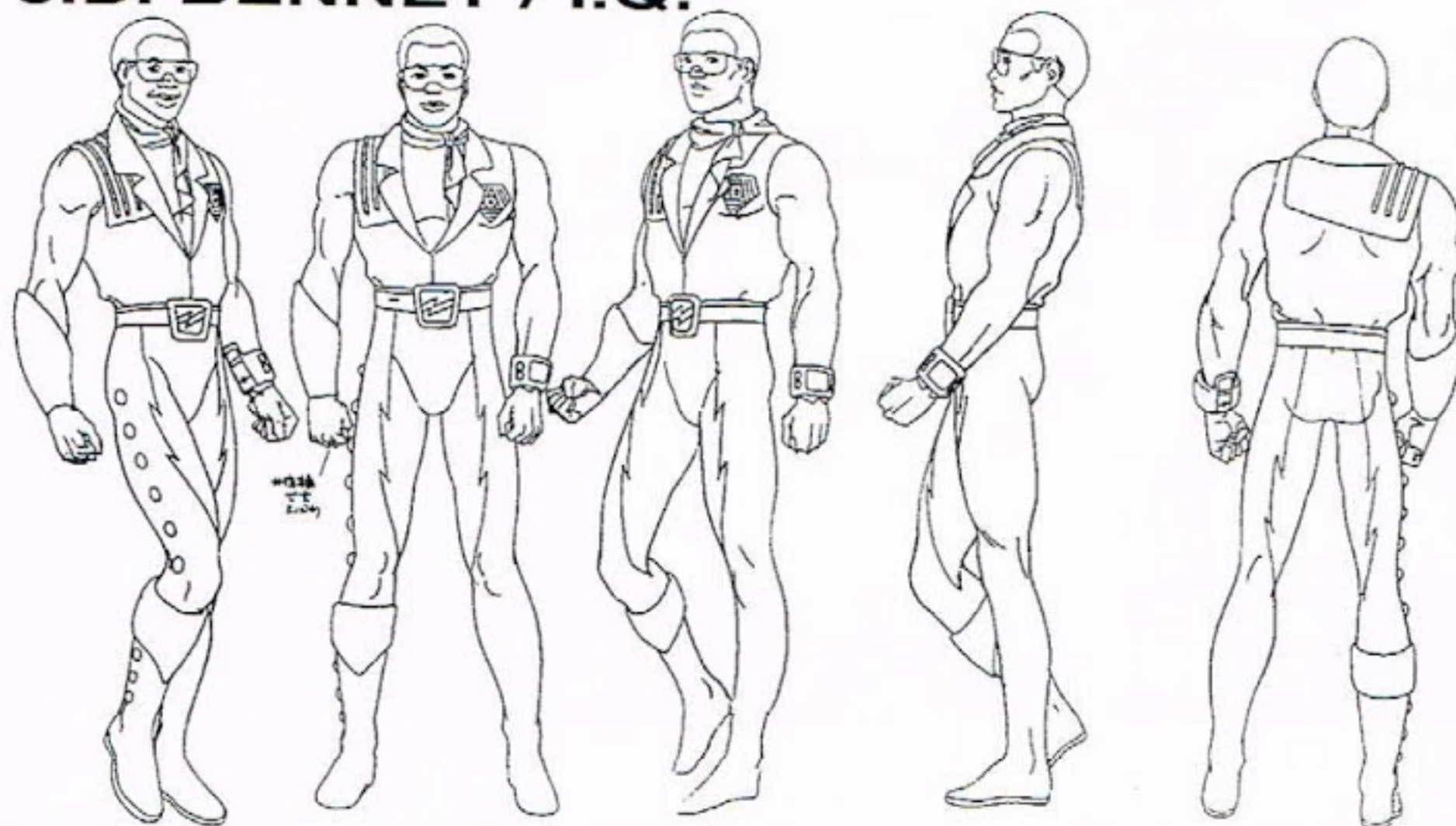
CRYSTAL CLEAR

A mysterious gypsy seems able to predict the future and reveal Scarab's plans to Professor Sharp, but the gypsy turns out to be Madame O and the predictions are a trap set for the Bionic Six.

THE GLITCH

When J.D. discovers a small creature with the ability to teleport in and out of various dimensions at will, Scarab is determined to get his hands on it.

J.D. BENNET / I.Q.



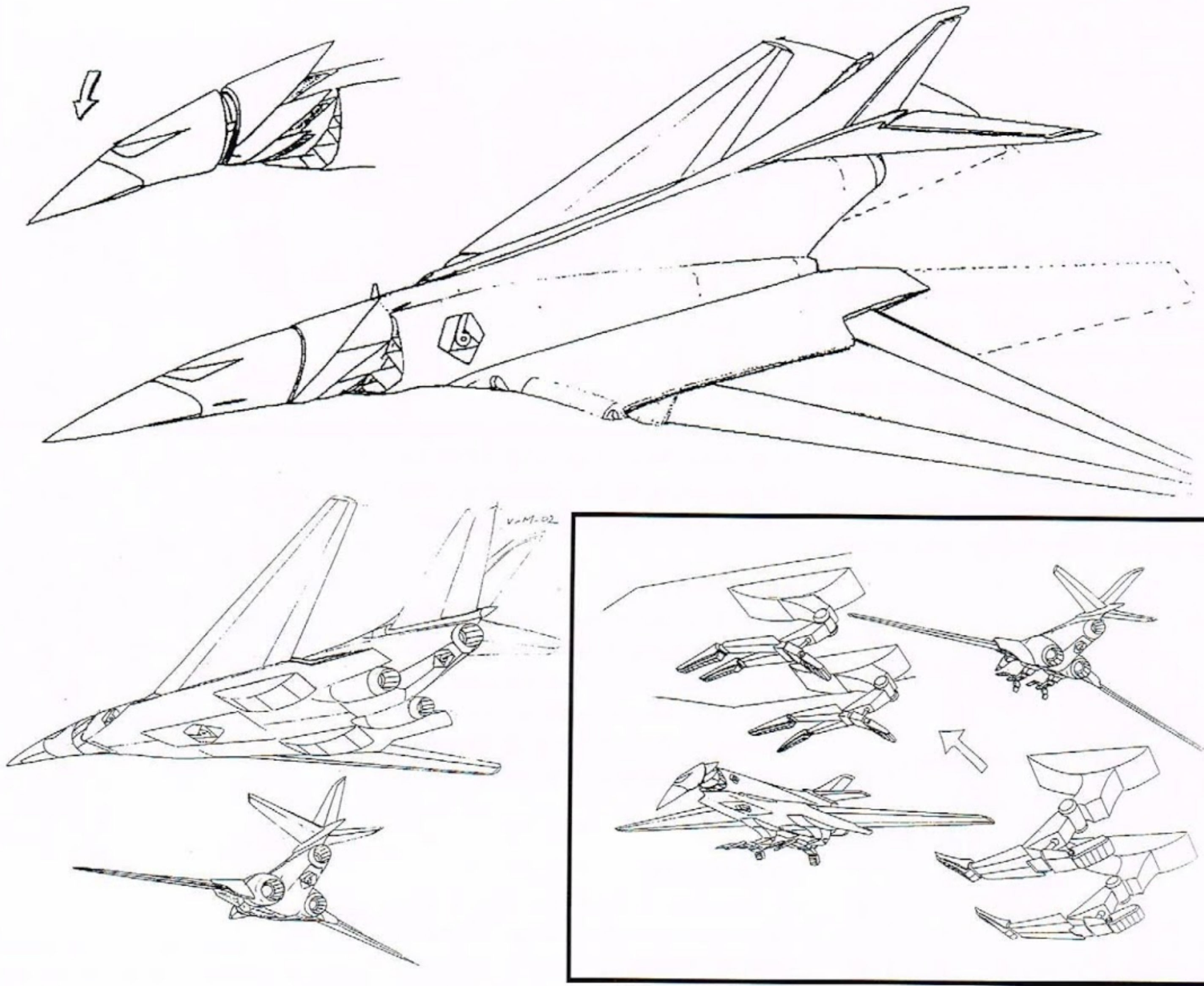
BONE OF CONTENTION

When a stray dog steals a bone-shaped electronic device from Scarab and the Bionic Six learn of the device's value, the chase is on to find out where the dog has buried it.

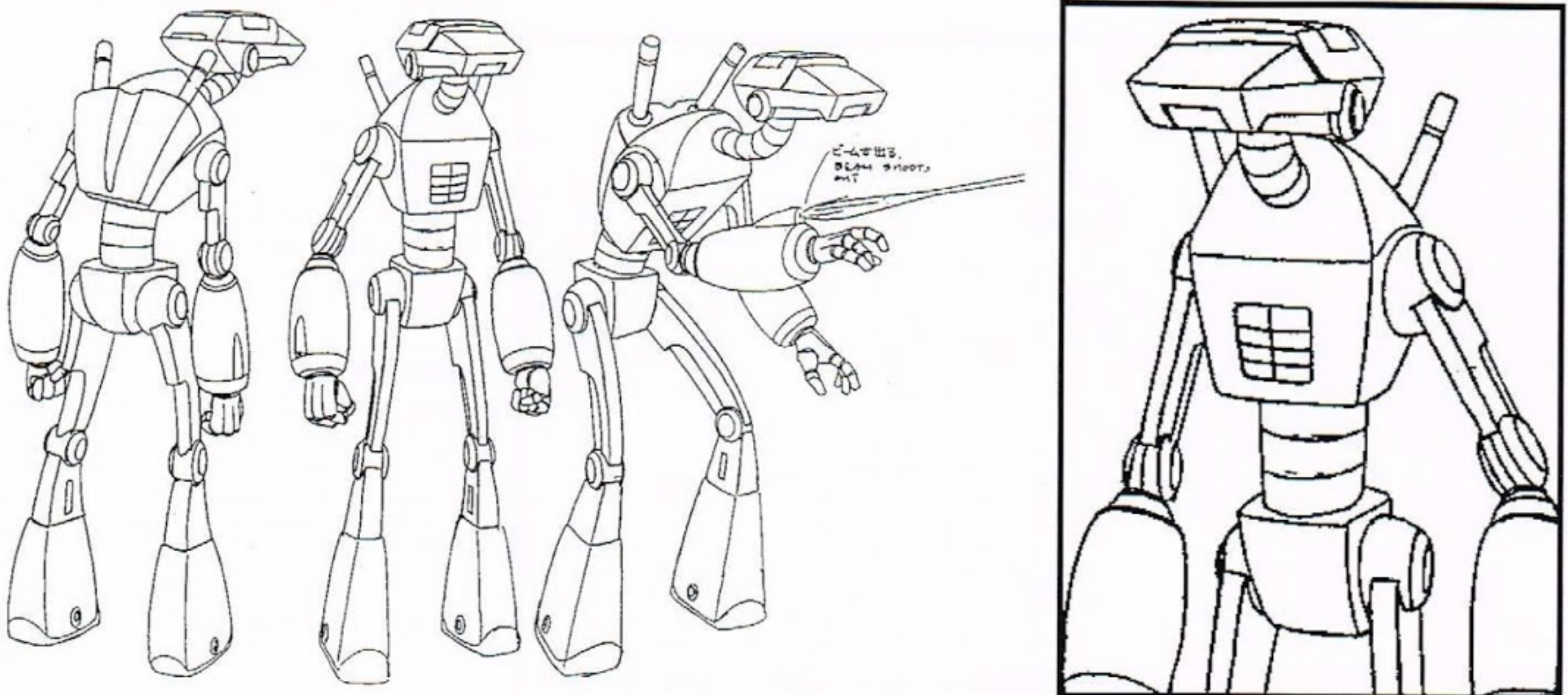
TRIPLE CROSS

Using Sharp's Time-Extraction Device, Scarab produces a teenage version of himself from the past and a very old version of himself from the future, and the Bionic Six learn three Scarabs are not better than one.

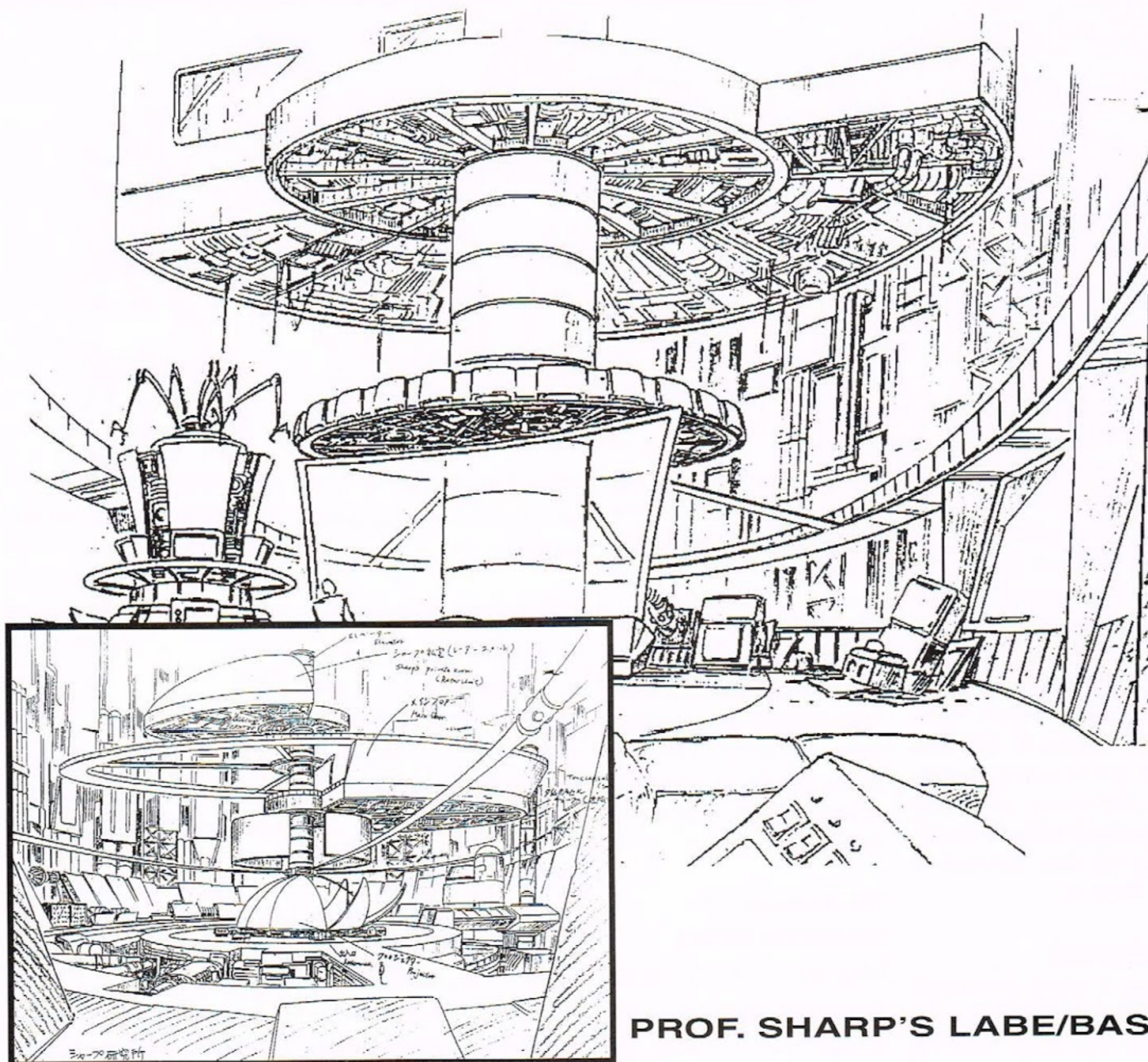
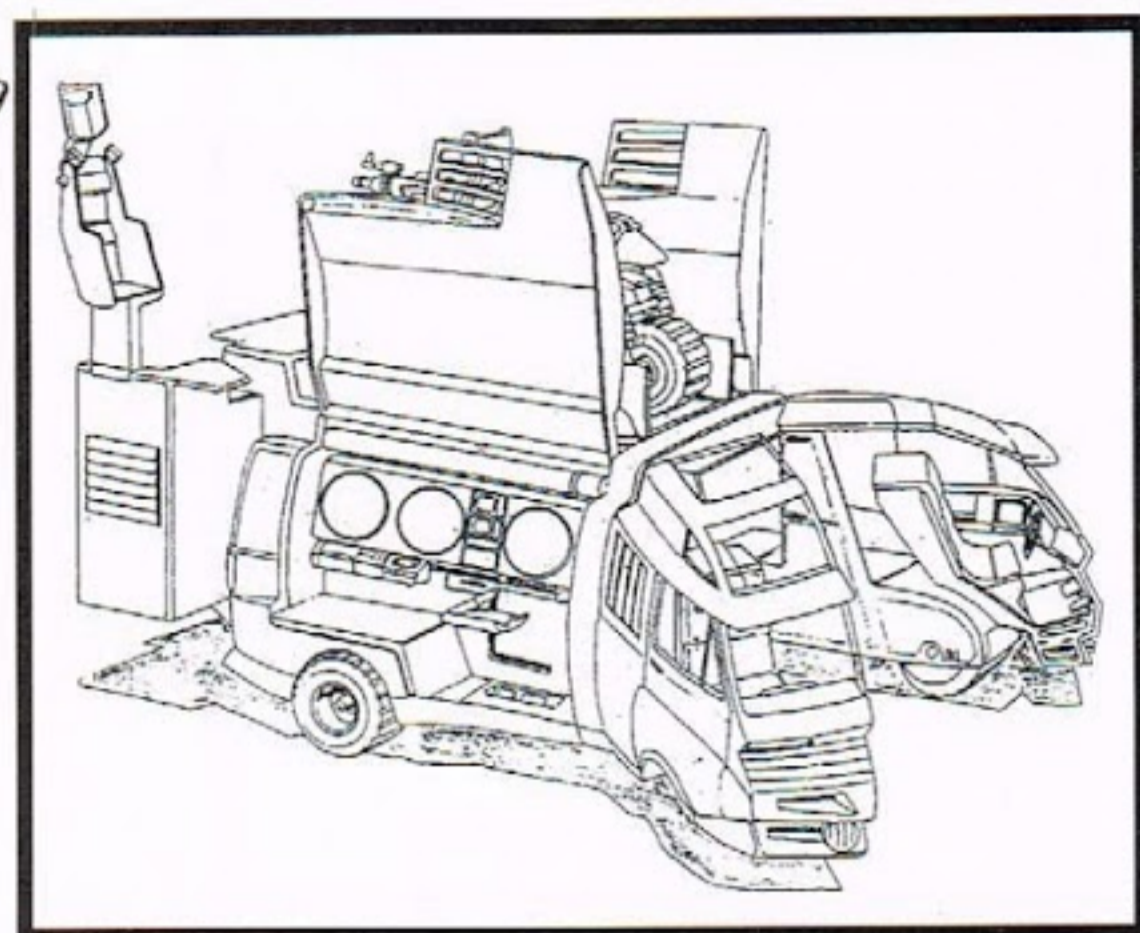
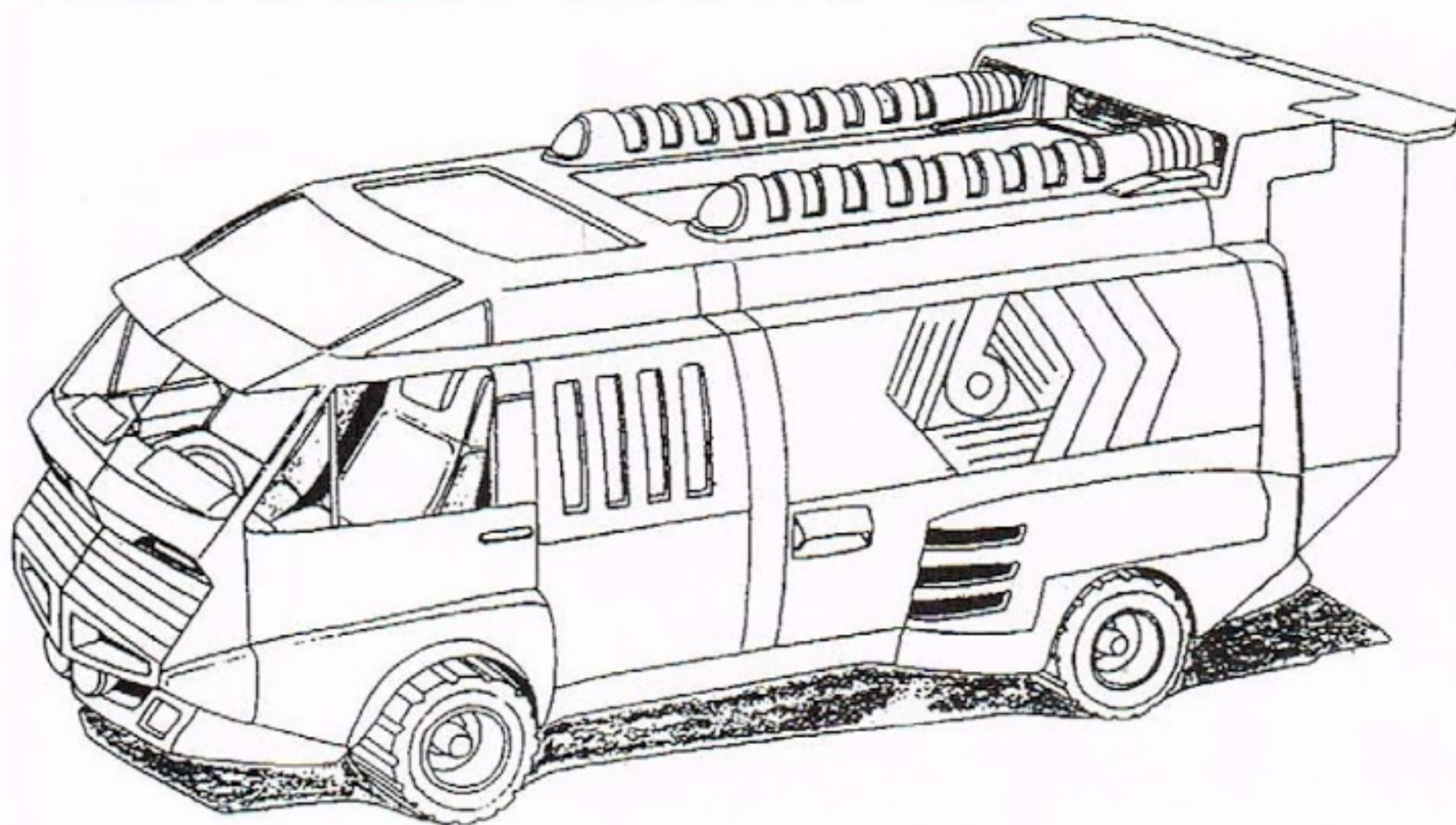
BIONIC SIX'S PLANE: SKYDANCER



SCARAB'S ROBOT ARMY



BIONIC SIX'S VAN: THE MULE



PROF. SHARP'S LABE/BASE

dream of becoming absolute ruler of Earth.

I, SCARAB

Part II

Kaleidoscope, the Perceptor and the Bandroids must free the Bionic Six from Scarab's traps and together the twelve storm Scarab's headquarters to reverse the effect of the Modifier on the people of the Earth.

SCABRACADABRA

When Scarab captures the master illusionist Nicholas Nickelby in order to steal his powers, the Bionic Six must perform a dangerous feat of magic to rescue him.

CALL OF THE BUNJI

When Bunji is sent by a vision of his father to view the Ruby Obelisk, the source of ultimate psychic power, he must release dangerous forces within the Ruby to free his family from Scarab.

A MATTER OF GRAVITY

When the Bionic six meet Ronnie, the handicapped boy, on vacation in the Bahamas, they join forces to battle Scarab, who is threatening the Earth with an anti-gravity ray.

A SUPER BUNCH OF GUYS

The Bionic Six are trapped and trans-

ported by Scarab to another dimension where only super heroes live and Professor Sharp struggles to return them to our world before Scarab takes it over.

THE ELEMENTAL

Prof. Sharp and Scarab both pursue a nature-loving Indian, who has the mutant power to control the elements, in order to woo him on to their respective sides. Unfortunately, he wants nothing to do with either one of them.

SHADOW BOXER

Scarab decides to move into the futuristic fight game as he uses his scientific genius to transform a pug boxer into the bionic-powered Shadow Boxer. It becomes Shadow Boxer versus I.Q., one round to a finish.

READY, AIM, FIRED!

When a new government official named Noodnik, decides that half-human / half-bionic agents are too fallible and fires Dr. Sharp. The Bionic Six are faced with their greatest challenge, to uncover Noodnik's plan, secretly implemented by Scarab. Meanwhile the Bionic Six have to deal with a threat from within, Prof. Sharp, who has moved in as a boarder with the Bennett family, is driving them nuts.

LOVE NOTE

Scarab's men infiltrate an archaeological expedition searching for gold, but Madame O discovers something even more valuable: a magical lute, which gives her the power to control every mind on Earth. She puts everyone, even Scarab, at her beck and call, except for Mother One.

THE RETURN OF MRS. SCARAB

Scarab's newest experiment is a plan to increase his gang's brain power a thousand fold, then encase them in new plastic bodiest and faces. He has to face peril from two fronts, first, the usual entrance of the Bionic Six, and second, the unusual, and unwanted return of Scarab's cloned "better half", the "lovely" Scarabina.

THAT'S ALL FOLKS

A famous cartoon producer, upset because his classic cartoons are deemed too "violent" disappears from the Earth into another dimension. When some of the members of the Bionic Six and Scarab's men both pursue the producer. Once there, they find themselves trapped in a wacky cartoon dimension, where they themselves have been transformed into cartoon characters.

END

