



ustalent

The Fix-It Bureau

WHEREVER PESKY QUIRKS DO LURK, **F.I.B.** IS HERE TO WORK!

CUTTING-EDGE SCIENCE! COUNTER-OOPS-TECHNOLOGY!

MORE FIX-Y THINGS AND STUFF!

! (Disclaimer: Working with F.I.B. may cause giant sinkholes, stench cyclones, tears of joy, wild goat (sometimes bear) stampedes.

Logline

A zany, workplace comedy where a team of scientists and entrepreneurs invent bizarre workarounds for the personality quirks of the citizens of Oopsville.



The World

Oopsville

A Town of Quirky Problems

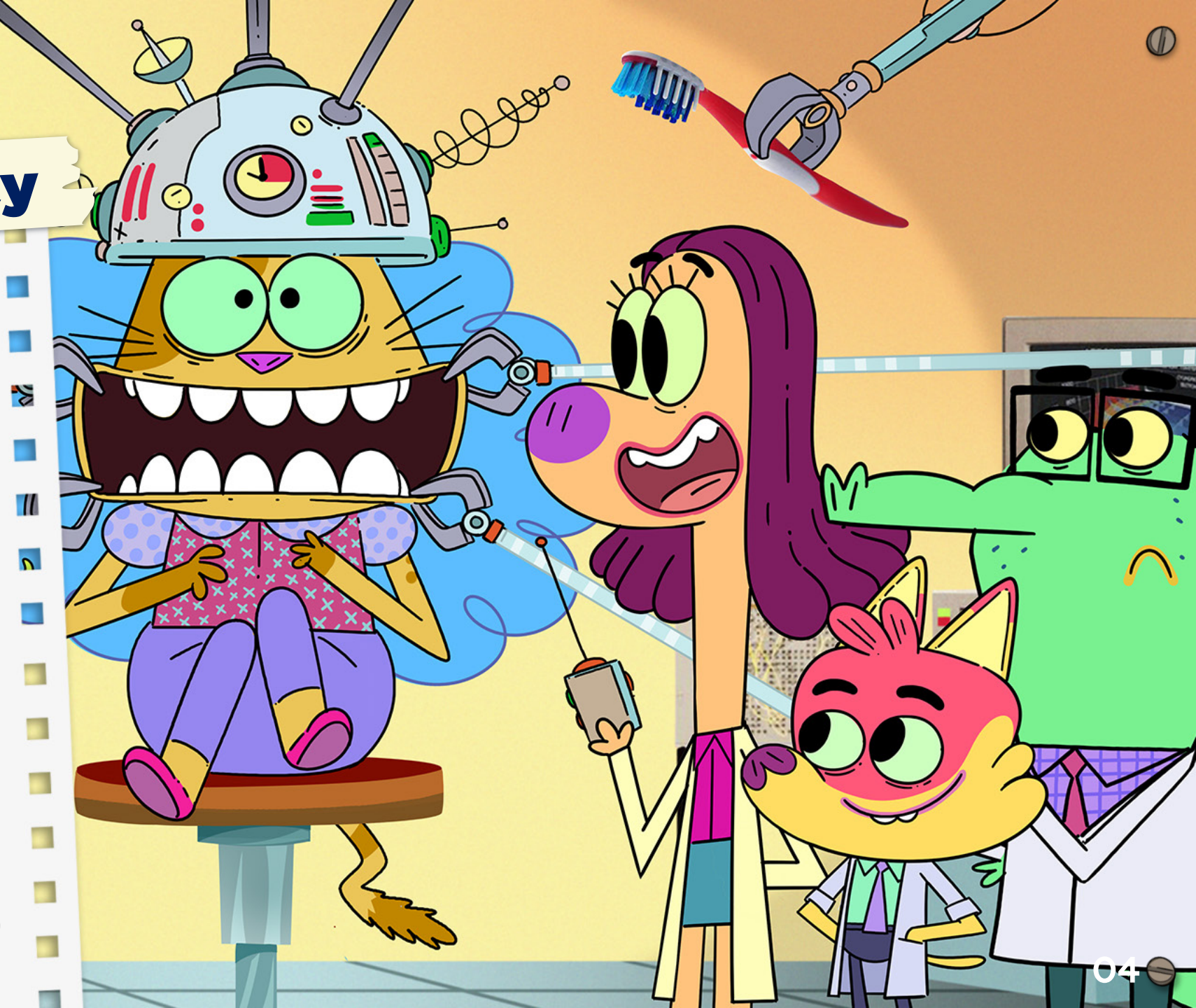
Oopsville is a town which tops the national PQ Index. And what, praytell, is the national PQ Index? It's a way for measuring Personality Quirks. And the folks of Oopsville are happily in high supply, with eccentricities leading to daily mayhem. Whether it's the local terrarium collector whose collection of 3,000 frogs is getting a little out of hand, or a mild-mannered neighbor who simply can't hear a secret without blurting it out on a megaphone, Oopsville is overrun by daily oddities that make life interesting, but capable of spinning out into absolute unchecked chaos. A town like this needs a group of qualified quirk-combatting mechanics to set things right. Or at least a somewhat qualified group of quirk-combatting mechanics. Or, well, just a group of mechanics. Let's just stop there.



A Dynamic Agency

The Fix It Bureau is made up of a couple of crackpots and one catchpenny hustler – erm, I mean ‘two elite scientists and one visionary entrepreneur’ – whose mission is to help those suffering from their out-of-control PQ’s (What? Personality Quirks. Do keep up!). Whatever the problem is, the Fix-Its will employ a dazzling combination of scientific, mechanical and entrepreneurial skills to get the job done (well, sort of). Each team member has their own passions fueling their efforts: Dr. Tina wants to help humanity with her inventions, Charlie wants fame and fortune, and Coco loves super soft toilet paper.

The agency does not aim to eliminate Personality Quirks, as everyone, everywhere has them, and that’s a good thing! Instead, they seek to help out-of-control quirks become easier to manage or be redirected in a positive way! Specialists in over-engineered solutions, the Fix-Its don’t always fix one problem without hatching another. But hey, you can’t make a nuclear omelet without breaking a few plutonium eggs, right?



Mockumentary format

The Fix-It Bureau is an animated series filmed in a workplace mockumentary format.

Charlie, the entrepreneurial dynamo of the bureau, has invited a documentary crew to observe and follow daily FIB cases and create publicity for the company. In the style of *The Office*, characters are interviewed in front of a camera, and work antics are observed accordingly. Characters will address the camera operator with helpful advice like "Watch out for the autonomous roboclaw" or "You're going to want to avoid Tina today. She's trying to clone herself again."

Each episode partly ventures into the field, where the crew takes on a PQ that is spinning wildly out of control and wrecking the city. But the heart of the series takes place in the office itself, where the characters, their conversations, and friendships provide endless laughter and insight.

Tone & Style

- The Office meets *Foster's Home for Imaginary Friends*
- 2-D Animation



CHARACTERS



TINA Head Scientist

Personality Quirk:
Invents. Too much. Stuff.

Tina is a bubbly, talented, erratic inventor with a big personality. She found her passion for inventing at a young age; one of six sextuplets, she tried to figure out ways to help her large family function a little easier. When she tried to invent a food prep machine to feed all of her siblings, she got her face in the paper. But only because it ended up burning half of her house down. An inventor and science enthusiast with unflagging optimism, her zeal for knowledge carries the agency to new heights. Though occasional setbacks can feed her self-doubt, Charlie's pep talks get her back on track. Always searching to make improvements, and sometimes—okay, a lot of the time causing chaos in the process—Tina is a well-meaning, intelligent scientist who will always sign up to try harder.

"Witness my new cleaning robot! Is it not shiny? Oh. No. Don't clean that. No—that's a dog. Stop. STOP!"





CHARLIE PR & Communications

Personality Quirk: Make that paper!

Co-founding the company with Tina is Charlie, a little entrepreneurial whirlwind of energy and marketing jargon. Charlie handles the business side of things, and fancies himself a business genius. He attracts customers, delivers the sales pitch, and handles PR disasters when the agency's solutions bring about chaos and destruction. On top of that, Charlie serves as test pilot for Tina's inventions. Always ready with a buoyant solution to every problem, he finds new ways to grow the Fix-It Bureau. Perpetually short of cash, he has turned a drawer in his office into a foldaway bed, but hey, at least he avoids the commute!

"Did we create a giant sinkhole in your garden?
Or did we create a new
ornamental pond, free of
charge?! Now if you'll sign
this paperwork..."





COCO Data Analyst and Researcher

Personality Quirk:

His collection of live insects, which escape and cause havoc across town.

An abstract thinker who finds calculating the mass of the universe much easier than tying his own shoelaces, Coco loves getting lost in theorems, often to the point where he can't remember what he was supposed to be doing. He is full of admiration for Tina, whose drive and creativity inspires him, and he might even have a bit of a crush on her; though due to his shyness, he has a hard time expressing it. Getting to work at a place like FIB is a dream job for him, though you wouldn't know it from his deadpan expression.

"It requires a glass of dihydrogen monoxide. Oh, er, yes... I suppose it is also called 'Water'."



THEMES & BRAND PILLARS:

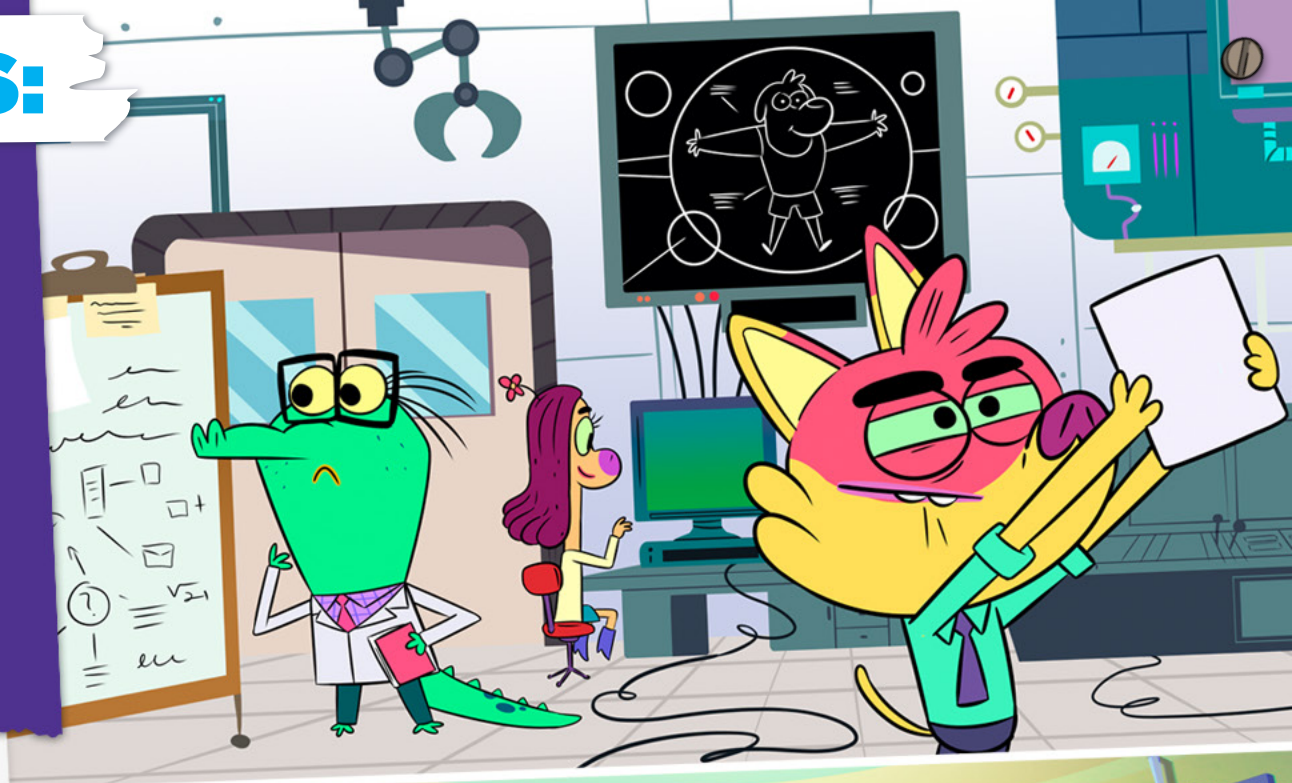
- Determination
- Self-Acceptance
- Finding solutions
- Embracing different perspectives
- Going with the flow



EPISODE SPRINGBOARDS:

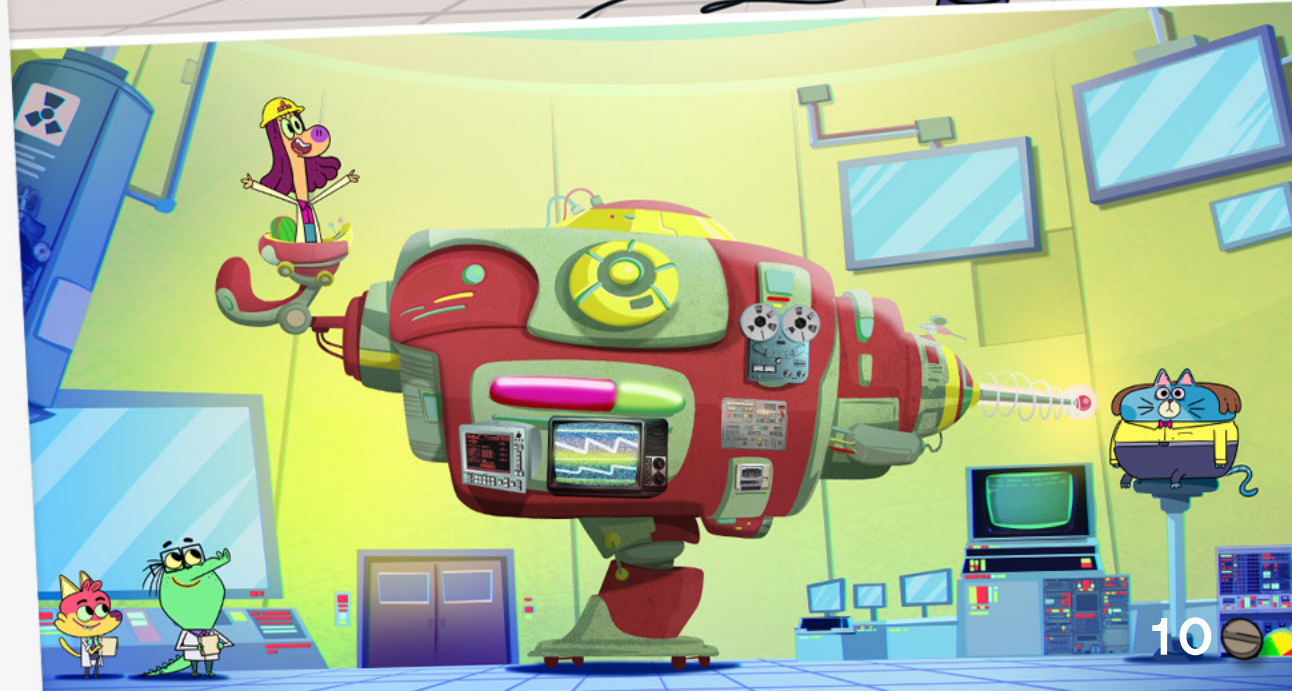
The Case of the Losing Streak

The Oopsville postwoman is always losing things. She can rarely make it home without losing both her shoes, and lately, it's only getting worse. When she starts losing mail—and a postwoman's number one job is to deliver the mail—she calls the Fix-Its to help her find a solution. Tina comes up with a device that'll magnetize mail to the postwoman to keep her from losing it but like most of Tina's devices, this one is a bit extra. While at first it works, the intensity rises dramatically resulting in the postwoman running away wildly as she's chased by a debris tsunami of mail, post boxes, paper, keys, dog leashes (and dogs), cars, and who knows what else! Tina eventually is able to turn down the intensity of the magnet and together, they find a simpler solution to her problem with losing things - a checking mechanism that alerts her when something she's holding strays too far from her person. Meanwhile, Coco is planning on presenting Tina with a gift he brought her from the Invention Convention he attended...but he loses it. Charlie also has an idea of franchising the magnet and holds a business meeting with investors...which is summarily interrupted by the device's catastrophe.



The Case of the Mutating Hamsters

The Happy Living condos hire the Fix-Its to address an infestation of (admittedly very cute) rodents, which the team tracks to a singular tenant, whose apartment is in such disarray that every hamster he brings home becomes lost, spreading out into the rest of the building. While Tina and Charlie address his mess, Coco suggests a grim, if pragmatic, solution: bring in a group of snakes to, um, eat the hamsters! But little do they know that in the strange depths of the hoarder's den, the hamsters have mutated, growing super intelligent. When Coco releases snakes, the hamsters tame them for riding and become a band of rodent marauders! As Tina uses her tech to clear out the apartment, they are stymied by the hamsters and their snake steeds. As chaos ensues, Charlie gets an idea: he convinces the Happy Living company to open a new theme park on their lot (with FIB getting a piece of the profits). Called, "Lost Hamster World", it's a park where you watch a Wild West Rodeo of snake-riding hamsters. This idea is a smash hit at first, until the snake-riding hamsters head for the hills to explore new horizons. The hoarder is happier with his condo cleaned up, but Charlie's hamster rodeo idea (and profits) fades away into the sunset.



The Case of the Captain's Lost Time

The Oopsville ferry captain has a problem: no matter what he does, he just can't seem to be on time for anything! And since he's the captain of the only ferry in Oopsville, citizens aren't getting to work on time, and the entire city is behind schedule. The Fix-Its are called in, and Tina cooks up an invention that will let the ferry captain turn back time just a small amount to help him stay on schedule. At first, this seems to be working great, but Coco quickly observes that whenever the ferry captain turns back time for himself, time also gets turned back for others in his vicinity. This leads to pandemonium as citizens find themselves disrupting meetings, missing appointments, or kept in a perpetual loop of trying to cross the street. Tina and Coco set out to turn off the machine and replace it with a personnel propeller that carries you to where you're supposed to be in time, helping the captain and abandoning the complexities of time travel. Meanwhile, Charlie tries to use the machine to multitask but his efforts go horribly wrong as different time traveling versions of himself subvert his own tasks, ruining his schedule.



The Case of the Stinking Wrestler

A wrestling coach calls in the Fix-Its to help his star athlete: a wrestler on an incredible winning streak but is dejected because people don't want to spend time with him. What's the deal? It's because he is terribly stinky, and refuses to shower since it takes up valuable training time (this also gives him an advantage over stench-adverse opponents, which is good for the scoreboard). The Fix-Its eventually find a solution: a high-tech sports suit that cleans the athlete while he trains, eliminating all stink! To the coach's fury, the wrestler loses his winning streak without his smelly advantage but to the wrestler's delight, he's finally able to make friends. Meanwhile, Charlie enlists Coco to help him synthesize the wrestler's stench into a spray that can be used to get an edge on opponents in the business world. Unfortunately, it has adverse effects, causing people to either flee in terror or pass out instantaneously. Oops.



The Case of the Uncontrollable Lalas

Oopsville's most famous singer, Madam Lala, has been topping the charts in recent months, but she's got a problem only the Fix-Its can solve. Though Lala loves to sing, now she can't do anything but sing. Whether it's ordering a coffee or having a conversation with her friend, she can't help but belt out the notes, and this isn't only miserable for Lala, but it could hurt her ability to sing professionally! To fix this problem, Tina invents a tone equalizer that will mellow out Lala's vocal cords when she doesn't want to be singing. But the machine goes haywire, turning all of Oopsville and its citizens into one gigantic, somewhat frightening musical. Tina eventually fixes the device so that Madam Lala can control her vocal cords, and Oopsville goes back to normal, but some of the citizens are a little wistful for a city that broke out in song. Meanwhile, a piece of bacteria Coco has been cultivating grows sentient, and also becomes obsessed with Madam Lala. Charlie attempts to cash in by getting the sentient bacteria, who calls herself Lady Listeria, into show business, but things go horribly awry.



