

Meet the Cast of Blueworld Adventures

The Primary Characters:



Derek C. Jr.

Derek is the principal character of the show. He is an adventurous, humorous, blue monkey-man. Come to think of it, he's more man than monkey, since he lacks a tail. (Monkeys have tails, while apes don't) His blue fur all over his body provides him with oxygen, allowing him to perform the "Oxygen Blast" and even shoot fireballs from his hands or his mouth. He also wears a bird suit sometimes, which allows him to fly like a bird. He uses these powers to fight the evil Mr. Fool and his goons, who were

responsible for the death of his parents. Despite that, he's very popular between the Weird Gang and the civilians of Pizzanama. He is capable of solving several problems; however, like everyone else, even he needs help solving a problem sometime. Since he's the principal character, he does most of the hosting. When there's a special situation going on, expect him to show up!

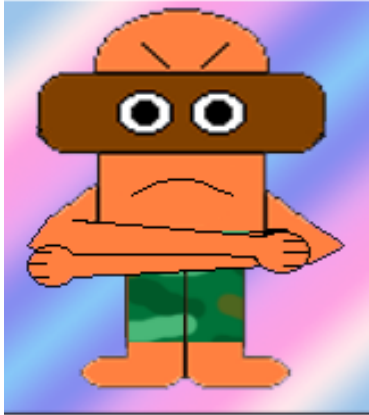


Devon C. Jr.

Devon is Derek's younger sister. She is sisterly, and adventurous as him. She also possesses his powers, expect for some differences. Her fireballs are cooler than Derek's, but they aren't affected by gravity, unlike the fireballs of her blue brother. She can even out-jump him. Without running, she can jump 10 feet in the air, while Derek jumps only 8 feet. Devon has a special ability of her own-the "Purple Torpedo"-allowing her to knock out someone or something by bumping into it. Her "Turning Torch" attack is similar to Derek's

"Round Roaster"; The "Turning Torch" blows people away in flames, while the "Round Roaster" sucks people in and burns them up. Even though she doesn't appear as often as Derek, she is just as helpful. When Derek can't reach a height, maybe Devon can.

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Burger Food

Burger is tough, grumpy, harsh, violent, and has a macho attitude. He has trouble with women. He doesn't know how to talk to them. He hardly understands why it's polite to let ladies go first. He is seemingly jealous of the ladies, and he thinks society is much tougher on men. Other people misunderstand him too, especially women. Sometimes, some people try to eat him because he looks delicious to them, and because they don't like his attitude. Some people think he's a scoundrel, too. His behavior gets him in trouble. According to how he behaves, you

would think he is a baby. His so-called enemies tell him to grow up when he misbehaves. His reputation is not so good, but maybe it will improve if he only controls his temper. He happens to be the king of his home country Foodland, where he gets more respect. When he was a kid, he was a foreign exchange student, and he chose to go to Pizzanama since it is Blueworld's land of opportunity. But now, he doesn't think it has that much opportunity! Even though he rants a lot, he does have a sweeter side. He is gentle to insects, arachnids, rodents, small reptiles, slugs, and worms; he even protects them from his female foes that hate these specific small animals.



Dr. John Von Foolish

Dr. Foolish is the leader and supervisor of his club-the Weird Gang. He is a scientist. He works in his laboratory doing experiments, and creating formulas and machines. Although he's very smart, he does make mistakes sometimes. His experiments are based on superpowers, antigravity, antimatter, time travel, and nutrition. One day, he mixed up a potion that gave him the power to copy other people's superpowers! Now he can help fight crime in Blueworld. He does not only help the sick, but also people who are needy or feel

needy. When he was a teenager, he invented the robots that are in his club, like TV Man, Trashcan Man, and Miss IBM to name a few. His intelligence is superior; he is the smartest person in the Weird Gang, tied with Brain.

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Sally B. Martin

This blonde girl is one of the girls in the Weird Gang who can't along with Burger very well. Her thick, muscular legs and 12-inch feet make her kicks hurt a lot! She can use her legs to hover in the air by twirling around sticking them outwards. Her family-the Martins-are Burger's sworn archenemies who have been hunting him ever since he met her uncle-Robert Martin Sr.-when they were kids. Her younger brother-Robert Martin Jr.-was named after her uncle, and he was the only family member who wanted to be friends with Burger, not knowing that Sally gets beat up by Burger sometimes in the clubhouse. Sally and her family are just some of the people who misunderstand Burger and think he's a bad guy.

Thrice as tall as Burger, she makes quite a formidable opponent for Burger.



Susan Martin

Susan is Sally's cousin. She has a younger sister named Suzette, so sometimes her friends call her Sue Sr. and her sister Sue Jr. when they're both around. Burger easily defeats Susan, since she is not a very good fighter; but sometimes she wins the battle. Robert Martin Sr. (The Cook) is her father, and from him, she learned to hate Burger. Susan likes to play the trumpet, and she developed magic tricks with her trumpet like the "Drowsy Drink", "Heart Rain", and a few more. She taught these tricks to her sister, too. She uses her "Drowsy Drink" to put her enemies (like Burger) asleep. She can heal her friends with her "Heart Rain". She uses these trumpet tricks as a last resort to drive Burger and his teammates crazy. Her

team in the club is called "The Brass Ladies", while Burger's team is called "The Hamburger Heavy Metallars".

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Candy Stripes

Candy is one of Sally's best friends. She is also Dr. Foolish's lab assistant. She is very feminine and proud to be a woman. She is also very talented and graceful. She's even good at grabbing with her toes! She's not clumsy at all, but when she doesn't get her way, she gets a little bit cranky. Burger thinks she is a pain in the brain, and his teammates don't like her either, so she is one of the Brass Ladies. After eating a power pepper, she can use her superpowers. Her special moves are the "Super Sprinkles" when she swings her arm to toss energy stars at foes, the "Crunch Kick" which she uses to crush opponents under her feet; the "Crunch Kick" is fast and she can also do it sideways! The "Sugar Uppercut" allows her to punch opponents with several forms of energy; and finally the "Twister Kick" allows her to hover in the air; her revolving feet kick any foes in her way. Candy uses her feet a lot, more often than any other girl in the Weird Gang perhaps. Feet are her favorite body parts. Since she has hair long enough to

reach her mouth, Burger likes to call her "Hair-breath".



Fudge Stripes

Fudge is Candy's cousin. She is just as talented and graceful as her blonde-haired cousin, too, and her personality is similar to Candy's. She also possesses the same special powers as Candy; however, when Fudge uses those powers, her attacks are somewhat slower but more powerful and damaging. There's one special move she can do that Candy can't do: the "Saturn Kick"; she puts one foot above her head, swinging it around in a circle a little to charge up the power, then when she brings it back down on an opponent, BOOM! She kicks and blasts her opponent at the same time. She even has a heavy hand slap. She is also a friend to Sally and the other Brass Ladies, but she gives the Hamburger Heavy Metallars a hard time. Like Candy, she uses her feet a lot, too, and is just as good as grasping with her toes. Fudge and her cousin Candy grab small, thin objects on the floor with their toes because they don't like bending down to pick up such small objects. If the object is big, then they will bend down and grab it with their hands.

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Dottie Doll

Dottie Doll is a life-sized doll/android. She is the quickest female runner in the Weird Gang. She can run as fast as Graham can, so she could possibly catch him easily. She doesn't like the attitudes of the Hamburger Heavy Metallars; therefore she's a Brass Lady too. She was once under a wicked shoe spell cast by the evil Mr. Harry Fool the villainous businessman and wizard. Dottie has duplications of her that are sold at toy stores around Blueworld. Mr. Fool and his goons put magic shoes on their feet that hypnotized them to do evil; fortunately, the Weird Gang found this one and removed the cursed shoes off her feet, thus breaking the wicked spell. The android dolls under the spell wear cerulean or periwinkle dresses and shoes. Any dolls off the spell wear yellowish orange or purplish red dresses and shoes. Normally, the Dottie Dolls are nice and ladylike. By the way, Dottie has superpowers too. She can make bubbles just like Alice Liddell,

and she also can do the "Bubble Roll". She taught the other Brass Ladies how to do the "Hip Drop"; an attack that can be used after jumping; Dottie and the others can then twirl in the air and flatten anything under their butts with their weight. This 150 pounds of plastic is tougher than she looks!



Tina Nanno

Tina used to be the smallest girl in the Weird Gang, so everyone called her "Tinygirl"; but she has grown taller overtime. She grew out of her nickname. Tina is very energetic. She loves to do gymnastics. She is one of the Brass Ladies too since she also misunderstands Burger and his macho attitude. She uses gymnastics to attack and confuse the Hamburger Heavy Metallars. She possesses Sally and Danielle's powers except that she can't do the "Hot Foot Kick". From Sally and Danielle,

Tina learned how to throw a "Bogus Biscuit" which they use to scratch and mute opponents. Because she's lighter than both Sally and Danielle, she is easier to throw around.

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Danielle Lipstick

This sexy woman is Sally Martin's roommate in the college where they met. She can kick at the speed of heat, which allows her to do a special move called the "Hot Foot Kick". She taught her friend Sally how to do this move, too; but Danielle uses it more frequently because she can kick faster than Sally can. With this move, Danielle can create fire with her feet. She can kick her fiery female feet in any direction. She can even do this without her sneakers! But the move causes less harm when she's barefoot. She uses this move to melt ice and snow, burn flammable objects, and attack her adversaries. Danielle joined the Weird Gang soon after she met Sally, but she also met Burger and his teammates and they get on her nerves. She is tough for a girl with big breasts! Quicker and heavier than Sally, she's an even worse opponent for Burger and them. In spite of that, Danielle is very attractive to guys, but it seems that she does not wish to marry. She seems to have an on-and-off relationship with

her would-be boyfriend David Pressed. Joe Monkey wants to be her boyfriend, too, and he's not even a human; if David and Joe met, it would be a love triangle! Danielle is quite mischeivous, but friendly.



Faye

Sabrina

Molly

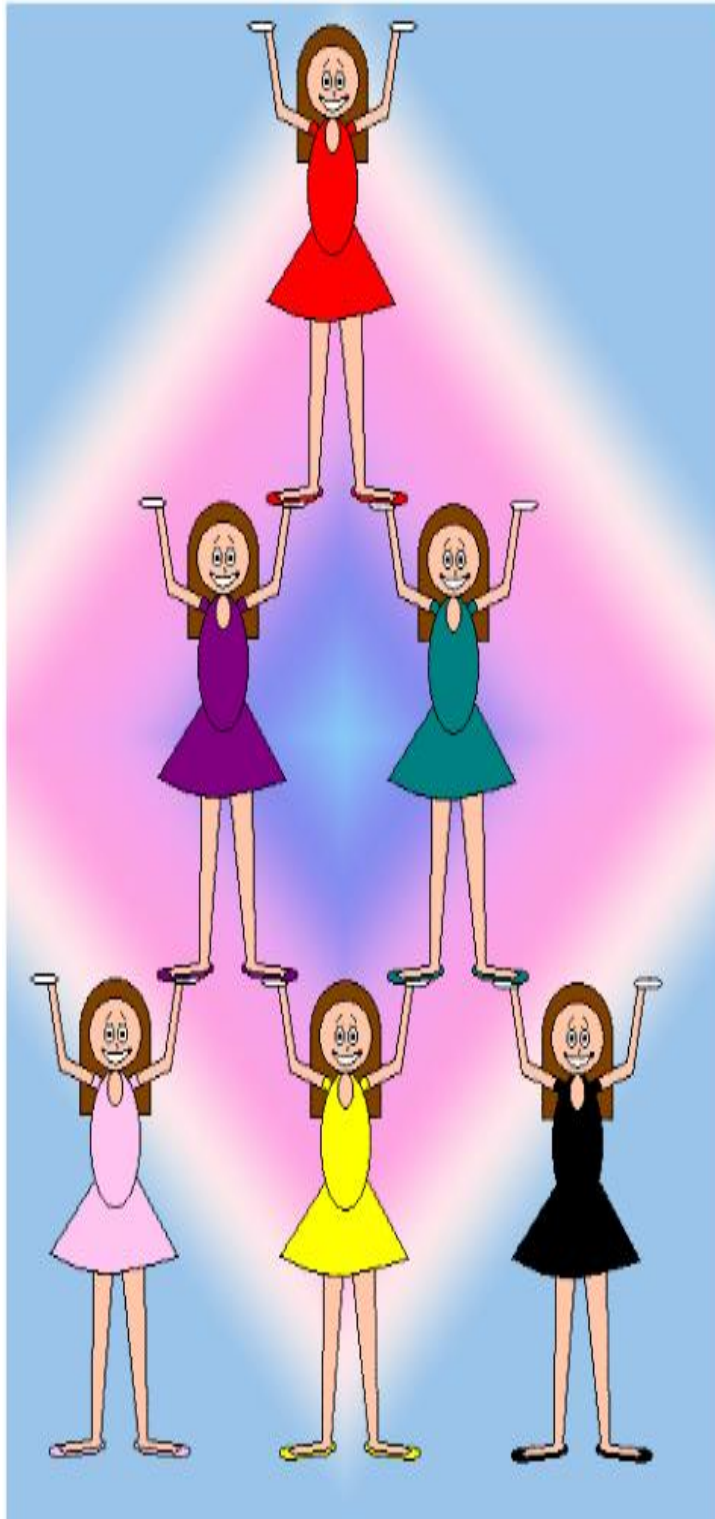
Rosie

Hilary

The 5 Fantastical Fairies

Faye is the leader and the smartest fairy in the group, Sabrina is the glutton, Molly's the cranky one, Rosie's the clumsy one, and Hilary is the vain, stylish one. As fairies, they have superpowers. They share some of their powers like the "Fairy Shock" but they each have an individual power. Faye can create smoke. Sabrina can heal people by hugging or kissing them; she can also zonk foes by singing a magic lullaby, or silence them by singing a magic pop beat; Molly can create needle storms and magic chains; Rosie can create freeze rays and blizzards; and Hilary can reflect attacks with her "Magic Mirror" and blast foes with her "Bootie Bump". Sabrina has Hilary's powers too, but Sabrina's "Magic Mirror" is a little less powerful than Hilary's, but her "Bootie Bump" has more sting! Since they're fairies, they have biolumination which means they glow in the dark. They can shock with their hands of course, but watch out! They can shock with their feet too! The foot shocks aren't as graceful as the hand shocks, but just as powerful. Each fairy has her special wand, and each wand shoots in a special way. All 5 fairies have great appetites, but Sabrina's appetite is the strongest. They're a bit sadistic to insects; they almost can't resist to step on a bug, so the Hamburger Heavy Metallars don't like them too much. They're members of the Brass Ladies.

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The 6 Annie Sisters

Obviously, these 6 girls are sextuplets. Although they all look the same, they are very interesting. Since there are 6 of them, they can form a human pyramid like you see in the picture. They may not have any superpowers, but they use teamwork to conquer obstacles. With teamwork, they have special moves like "Crab and Pull" when 2 or more of the girls grab and painfully pull an opponent's body parts; "Belay" when one girl throws another girl up to reach a height, then the thrown girl grabs the other girl's hand and they both jump up! Several of the girls can spin together and perform a "Spinning Team Kick". They can also jump together at the same time and crush things with their total weight; they call this move the "Woman Whomp". Sometimes they all wear red at the same time, but Annie always wears red, Queenie sometimes wears purple, Scarlet sometimes wears bluish green, Princess sometimes wears yellow, Quinn sometimes wears pink, and Quella sometimes wears black. They wear different colors sometimes so that people don't confuse one sister with another. These girls are 6 members of the Brass Ladies in the Weird Gang, which means they're against the Hamburger Heavy Metallars. If someone knocks them down when they form a pyramid, they get mad. One weakness they may have is that they are a bit cowardly; they're quite easy to scare, but they're brave when they have to be. By the way, their last name is Squashington.

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Hot Dog

Hot Dog was the first friend Burger ever met in Foodland. One day, he decided to visit Pizzanama too to check it out for himself. Hot Dog is not as quick-tempered as Burger, although he has the same superpowers, except for some differences. It takes a few more seconds for Hot Dog to charge up his "Rocket Punch" than Burger's, and Hot Dog's "Rocket Punch" has cooler flames and is easier to stop with enemy attacks. Hot Dog's fireballs aren't affected by gravity like Burger's,

and they are just as warm. Hot Dog's heat vision packs more sting than Burger's. Taller than Burger, he is also a stronger jumper. Without running, Hot Dog can jump 10 feet in the air, while Burger can only jump 6 feet. Hot Dog gets into less trouble than Burger does because he knows when to keep his cool; he may be smarter than his short, hot-tempered pal!



Onio Vegetable

Onio is the second friend Burger met in Foodland. Like Hot Dog, he decided to check out Pizzanama too. He is a wise guy; he likes to play pranks on people, but not everyone thinks his jokes are funny. Because he has a stinky tail, it discourages the Brass Ladies from eating him or messing with him. His tail is furry so he can use it to create static electricity! But when he does, it hurts

him a little. He can harm himself with his own power, so he has to use it carefully. He can also hover in the air with his tail by spinning. His special move the "Vinegar Dive" is similar to Brain's "Electro Dive". His dive takes a little more time to charge up than Brain's and is a little slower. Like his friend Burger, he also has trouble with women sometimes. His reputation is not as bad as Burger's since people do think his jokes are funny sometimes. Sometimes, Onio takes his jokes too far and that's when he gets in trouble!

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Graham Cracker

Besides Burger, the Brass Ladies try to eat this little gingerbread man, too. But he's not so easy to catch because he has super-speed so he can run really fast! He uses this power to confuse his enemies. His top running speed is 100 miles per hour. After he licks a snowflower, then he can run even faster! About 1.5 times his top speed! His super-speed allows him to punch and throw at an incredible speed. He can spin around very fast, allowing him to hover in the air; he calls this move the "Treat Twirl" and he can use it as an attack. A magic kind of sugar in his body allows him to make special snacks like painful pies that he can use as weapons, or create a big, hard candy cane to

whack predators with. When he's really mad, he uses his special moves: "Ginger Bomb" to blast foes around him in a 7-foot radius, and "Spicy Dive" to set foes in his way afire. However, he's not very strong when it comes to muscle, and he can't grab very well because he has no fingers. His 5-pound, 12-inch soft body is easy to push around. So sometimes, he needs help from a friend to survive.

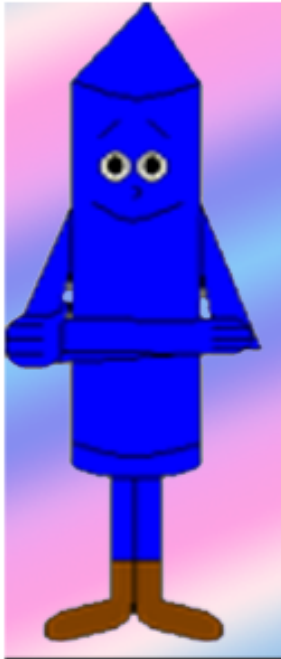


Mack the Mouse

Mack the Mouse may not be Dr. Foolish's pet, but he's a member of the Weird Gang. However, the Brass Ladies hate mice and that means him! He actually wants to be friends with them, but they try to kick and stomp on the poor little guy. Because of their hatred of mice, Mack needs protection from the Hamburger Heavy Metallars. In fact, he's one of them! After Mack eats a power pepper, he can use his special moves like the "Cheese Bomb" to spit a fire dart on cheese and turn it into an exploding weapon; or he can spit fire

darts at foes to defend himself. He can swing his tail really fast and use it to hover in the air. Like Crayonman, he is also good at throwing boomerangs. He can run quite fast, so the Brass Ladies have difficulty trying to catch him. When his powers wear off and he's surrounded by those mouse-hating women, that's when he won't hesitate to call for help!

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Crayonman (Carlton Marker)

Crayonman is Dr. Foolish's bodyguard. He has a protruding tongue like a frog, and he uses it for fighting as well as eating. As a crayonperson, he can eat zinc and get superpowers from it. Some of Mr. Fool's evil robots happen to be made of it, so Crayonman's big appetite comes in handy when fighting the robot army of the wicked wizard. Crayonman has plenty of superpowers like spitting fire darts, stomping his feet to create sand clouds, throwing boomerangs, and more. Derek likes to bring him along on his adventures because of the great skills he has with his powers. He even lets Derek ride on his back, or any other companions that come along the trip! He even has a

girlfriend called Crayonwoman (Caroline Paint) who fights crime with him!



Calvin the Caveman

Calvin is a caveman gifted with super-strength. He has an arch-nemesis named Drake the Tyrannosaurus who bullies and tries to eat him. But Calvin has wits as well as muscles. He can outsmart the dumb dinosaur, but sometimes he needs the assistance of a good-natured triceratops called Melton. Calvin has a sister named Sherry who has super-strength on her legs instead of her arms like him; and other friends like Pierre the Pterodactyl and Zelda the Mermaid who are also bullied by Drake. Calvin happens to be an ancestor of Dr. Foolish. His descendant travels through time to pay him a visit, or to invite

him to visit the future. When Calvin visits the future, he can then use his super-strength to help out the Weird Gang and fight crime in their time. His super-strength even gives him the power to create shockwaves around him with his fists, and smack opponents into the ground to pin them. Since Dr. Foolish was born, that can tell you that Drake never caught Calvin! (No ancestor means there will be no more birth in the family.)

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Archy Ant

Archy Ant is one insect the Brass Ladies won't step on. When he first met Sally, Candy, and Fudge, they wanted to squish him! But he promised that he would help them out someday if they spared his life. Archy keep his promise fast! On the same day, the three girls' jewelry rolled into a hole in a tree that their hands were too big to fit in, so since Archy, being an insect, was small enough to fit into such small holes, he got their jewelry back. Because of him, the Brass Ladies learned that not all insects are bad. He has a pet named Whisky the Wanderer

Bug who also met the girls in the club. After eating power peppers, Archy can create electricity with his antennae, and do the "Electric Jump-Punch". He also has a loud voice for a little ant, which he can use to scare enemies away! From his friend Dick the Mosquito, he learned judo. Archy can electrify opponents as he judos them. Sometimes when he punches, electricity draws out his hands. His archenemies Arnold Aardvark and his cousins try to eat him, but since he did a good deed for the girls, they come to his rescue.

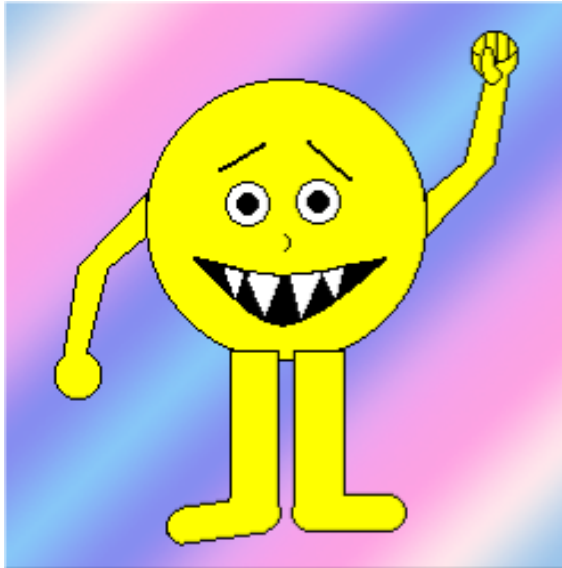


Dick the Mosquito

Dick is strong for an insect. Although he has wings, he can't fly, but he can use them to hover in the air. He's heavy for an insect, and his great weight hinders him from flying. He uses his stinger-nose to sting the bad guys, and it slices like a sword! His special moves are the "Super Stinger" when he holds back his head to charge up the power of his stinger, the "Dick Dive" which allows him to dive

upward to slash something, the "Dancing Stinger" when he swings his stinger really fast, and he can judo opponents when they attack. Dick is a good fighter, and he uses his power to fight crime in Insectville and the rest of Pizzanama. The villains he fights the most are Krabby Kockroach and Arnold Aardvark and his cousins. Since he's friends with Archy, the Brass Ladies won't squish him either!

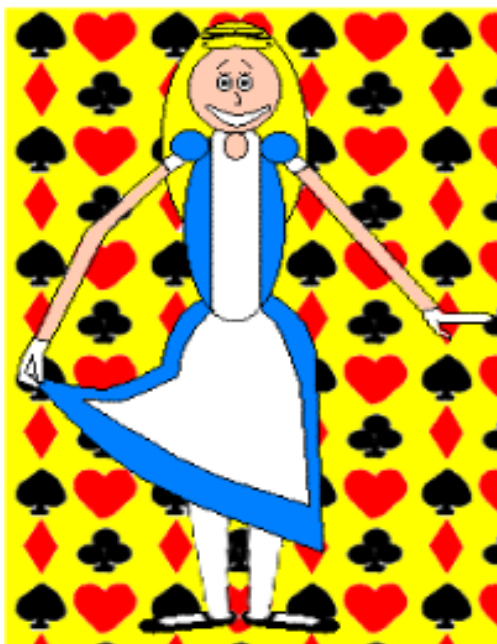
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Don Demonvark

Don Demonvark is a being called a nightmare-eater. As you can see, his shape makes him look like Pac-man; ironically, he eats monsters just like Pac-man, too! With his razor-sharp teeth and large mouth to match, he doesn't need a power pellet to eat a monster. However, there are other ways he can attack monsters. He can scratch them with his claws, pound them with his 160-pound body, bump them with a roll attack, or fry them with his fire breath. His special

move-the "Dental Spin"-even allows him to hover in the air and scratch foes in his way at the same time. He makes another great companion to take along a monster-fighting journey.



Alice Liddell

The Alice of Wonderland finds a wormhole that sends her to Blueworld where she met the Weird Gang. She also becomes an official member of the club, since she can use her scaling (size-changing) power to fit into any task! It's true that most Blueworld characters can change size by drinking fast-grow potion or sprinkling shrinking salt on themselves, but out of all the characters in the show, Alice has the greatest maximum size. If you read "Alice in Wonderland" by Lewis Carroll, you know that she changes size whenever she devours a snack. Dr. Foolish discovered that she has a hyperactive growth hormone; it causes her to change size depending on what she eats or drinks. She can grow into a giantess and stomp on somebody, or she can shrink to a tiny size to fit into a hole. However, she has to be the right size for the appropriate task. After eating the power peppers of Blueworld, she got other special powers as well. For instance, she learns she can use the water of her body as a weapon to boil, drown, or contain a foe

into a bubble. She can contain herself into a bubble, too, and perform the "Bubble Roll" to bowl over bad guys in her path. Her scaling power also gives her the power to create seismic waves by stomping her feet. At her normal size, though, her special dresses allow her to float through the air; she also can use them as parachutes (Remember when she fell down the rabbit hole?), because she is quite light at her normal size. She's headstrong but a little impatient and curious about things.

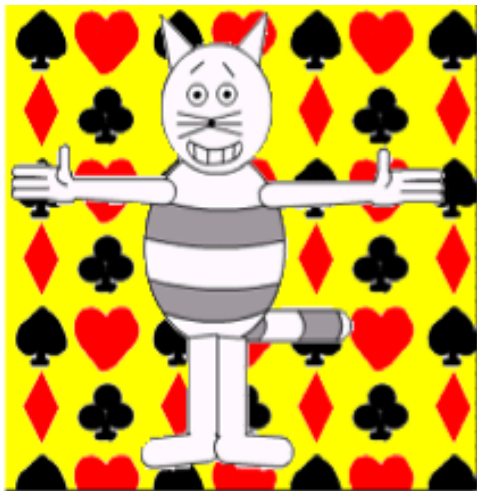
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Mad Hatter

Mad Hatter is one of the folks Alice met in Wonderland. Sometimes Alice and he argue with each other. But they're still friends. Sometimes, Alice invites him to visit the Weird Gang in Blueworld. Since Mad Hatter is kind of kooky, he has a strange relationship with Alice. If you read "Alice in Wonderland", you know he likes to drink tea with his friends the March Hare and the Dormouse. Even though Alice wasn't invited to their tea party in the first place, they let her join anyway, though Alice thought they were a bit rude. For a silly guy, Mad Hatter has tricks up

his sleeve and in his hat! He can do card tricks. And since he drinks so much tea, it stinks a lot when he passes gas! He uses the stench to burn any foe he sits on. Mad Hatter is unpredictable!



Cheshire Cat

This feline is the most mischievous character in Wonderland. He enjoys teasing the Queen of Hearts as a hobby. Alice could seek him to get revenge on the tyrant for her! Sometimes, when Alice visits the Weird Gang, she invites Cheshire Cat along; but it just so happens that the Hamburger Heavy Metallars don't like cats, so they have a problem with him.

This cat has the power to teleport and become intangible. With the static electricity of his fur, he can create electric yarn balls. He can also separate his body. This cat seems to grin all the time; perhaps nothing can make him upset.

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Tinkerbell

The 5 Fantastical Fairies met Tinkerbell a long time ago when they were on their home planet Fairisha. She was working as a tooth fairy when they met her. Sometimes, they invite her over from Neverland to pay them a visit in the clubhouse. If you read "Peter Pan", you know she can use her pixie dust to make people and objects fly. It is just like telekinesis! Her other special abilities are the "Pixie Dust Kick" which packs a great big kick for her small feet; the "Firefly" attack allows her to burn things in her flight path and fly even faster; and the "Pixie Dust Spark" when she throws sparks that sting. She is lighter than the 5 other fairies from Fairisha so she moves a little faster. The Weird Gang can summon her when they're on a mission that requires a lot of flying.

"Tinkerbell" from "Peter Pan" was created by James M. Barrie, author of "Peter Pan".

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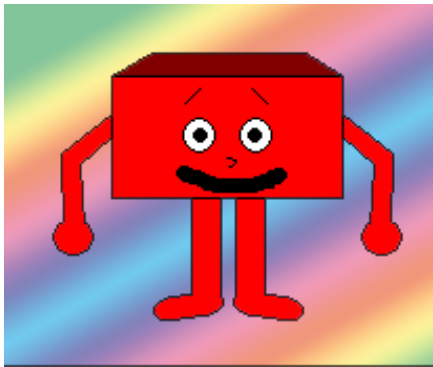
The Secondary Characters:



Blackie Tar the Blob

Blackie is a blob born of unnatural birth. He has a hard, orange, duck-like beak for chewing his food. He eats trash, and that's why he was created. His diet of rubbish helps clean up the planet. Dr. John Von Foolish's father-Dr. Andy Foolish-created Blackie by mixing a special potion he made with tar. He also put a duckbill into the concussion, so

that Blackie would have that beak. Blackie has soap for saliva; he can clean things with his tongue. With his amorphous body, he can form hands for grabbing, fists for punching, and wings for gliding (He can't fly.) Blackie is stretchy! He can extend any limb he forms to a limit of 60 feet. He can also spray water from his body with his sweat glands. After he drinks oil, he can set his body aflame to attack any potential foe, but only when he's in the air; he calls this move the "Oil Drop". Like Burger Food & the other Foodlandians, he's immune to poison. Blackie rarely gets sick, despite the immunity. There are not many things that can make him sick, though. His semi-liquid body has resistance to fire, but he's not fire-proof. He is a little bit strong. He has a carefree attitude, and seldom gets angry. He tends to be lazy, and sleeps most of the time. He may not be very smart, but he is inquisitive and willing to learn.

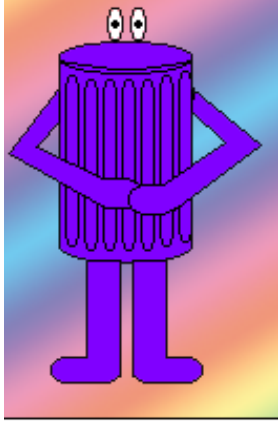


School Box Man (Yorkie Marker)

Yorkie Marker is called School Box Man because of the shape of his body. He is a blockhead, but not an evil blockhead. He chose not to be a bad guy and rebelled against Roger Brix, king of the blockheads. He is an orphan, because his parents abandoned him. They just didn't want him. He eventually ended up in a pet store in Moonsburg where Crayonman (Carlton Marker) adopted him. He met Blackie Tar and befriended him.

They are best friends. Like Blackie, Yorkie also eats trash. He doesn't get sick from eating trash because he drank a special potion by Dr. John Von Foolish giving him this immunity. One of his special moves is the "Brick Punch": he can make his fist as hard as a brick to attack enemies. In fact, he can make his entire skin as hard as a brick, to become invulnerable to attacks. When his skin is brick-hard, his friends can use him as a weapon. Of course, his weight triples with his body so hard. Normally, he weighs only 15 pounds. He can stay in brick-hard form for 10 seconds. He's short, only 1.5 feet tall. He is a male alto; his voice is so high that he almost sounds like a girl! His running speed is an average 40 mph. He runs 4/3 times faster than his friend Blackie. His jump is also average; he can jump 8 feet high. He is very inquisitive, and asks a lot of questions. He is as smart as Blackie who is not too bright either.

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Trash Can Man

Trash Can Man is one of the robots Dr. John Von Foolish invented. He was invented when the doctor founded his club-The Weird Gang. Of course, Trash Can Man eats trash. His metallic body has a high level of defense against attacks. He was painted purple since it's his favorite color. His breath is very stinky! He uses it to stun enemies, too.

His cylindrical body allows him to do the "Roll Attack" like Don Demonvark, Burger Food & Hot Dog. He can also do a move similar to Devon C. Jr.'s "Purple Torpedo": the "Flying Trash Can" allows him to bump into enemies with his head...so to speak. He can use this move to jump straight through the air! When he is full of trash, he weighs 50 pounds, but when he's empty, he weighs 7.25 pounds. His big frog-like mouth allows him to gobble big amounts of trash. When he's asleep, the other club members step on his feet to wake him up, so he opens his mouth, and then they can feed him their trash. He sleeps a lot. But when he's awake, he hunts for trash to snack on. He has a big appetite; it's probably bigger than even the Brass Ladies' appetites!



Token the Porcupine-Turtle

Token is a combination of a porcupine and a turtle, which makes him a mutant reptile. He's amphibious since he's part turtle, and he has spikes on his shell which make him part porcupine. He can use his spikes to stab foes of course, and he can even make them longer & sharper just by thinking. Token calls this superpower "Spike Distortion". If he spins around fast enough, he can use his shell as a battering ram, just like the "Koopas" from the Mario Bros. Series. His hard shell gives him good defense against attacks. Although he's a turtle, he runs quite fast. He can run 35 mph. He can use his shell to travel faster; it slides at most 80 mph on a smooth surface. The top spinning speed of his shell is 1000 rpm! Some how, he can make transparent shells appear by ducking in and back out his shell. These transparent shells can be used as shields.

They will protect anything or anyone inside them; however, they are breakable, but can still block any attack. This special power of Token's is similar to the Invisible Woman's force fields. (Remember the Fantastic Four?) Token can even raise his attack power if he makes his spikes long & sharp, and slides his shell towards enemies! The spikes scratch opponents, and the shell knocks them down! Token has a weakness, however. Like any average turtle, he has trouble getting back up when he lands on his back; and he has a soft underbelly. In other words, he's very vulnerable on his back. Token is adventurous. He has a "Cool-Dude" kind of personality. His voice sounds that way, too!

Meet the Cast of Blueworld Adventures



Michelle Lipstick

Michelle is Danielle Lipstick's younger sister. She is 2 years younger than Danielle. Like Danielle, Michelle can also make fire with her feet by kicking at the speed of the heat. But there is a slight difference: Michelle can kick her flames off her feet. Unlike Danielle's foot flames, Michelle's flames stick onto her opponents and burns them even more, increasing damage. She calls that move the "Burning Boot". She has another trick that her older sister doesn't have. She can use her special hat to become invisible & intangible by pulling it over her face, while Danielle can only use her hat to carry many items. She can use her hat on other people & things, too. Sometimes, Michelle kisses her enemies to confuse them. Danielle & Michelle are the same height & weight;

they even wear the same shoe size. Michelle is not as mischievous as Danielle; in fact, Danielle is the most mischievous member of the Brass Ladies! Michelle, on the other hand, is the cute type. She is curious, quite sensitive, and cries easily. She even cries when she gets really mad. But if she gets her way, she tends to giggle.



Jack "Asso" Donkey

Jack's nickname is Asso. Sometimes he's called Jackasso. Girls often want to ride on his back, but he doesn't really like having people on his back, for his back is sensitive. If someone sits on him for about 10 minutes, he will get a terrible backache. He suggests that the girls should ride on his cousin's back. His cousin's name is Horsie, and he's faster and stronger than Jack. Jack is fast but not that fast. He can run 75 mph, but Horsie can run 90 mph. Horsie is energetic, while Jack is a little bit lazy. The only character Jack lets on his back is Kloot the Cannonball Man. Kloot is Jack's best friend. They met somewhere in Devon Desert. Jack doesn't get backaches with Kloot because Kloot is a featherweight; Kloot weighs 25 pounds. It takes 40 pounds to give Jack a backache. Most girls who would like to ride on him weigh much more than that! Jack has 4 strong legs, and he can transform the front 2 into arms. Jack weighs 3

hundredweights (300 pounds). That's the weight of the average donkey. Like most donkeys, Jack is stubborn and dislikes taking orders. He's friends with the Brass Ladies sometimes, but he thinks they're too bossy; so he spends more time with the Hamburger Heavy Metallars. Jack is twice as strong as the average donkey, and perhaps that's his only special power.

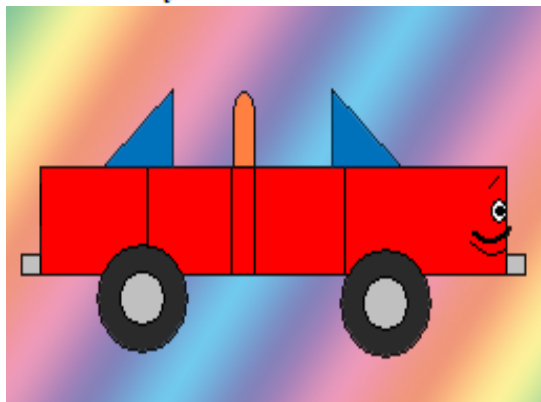
Meet the Cast of Blueworld Adventures



Maxie Mumsecurity

Maxie Mumsecurity is a security guard. She is not in her uniform in this picture, however. This is her casual outfit. Her eyes make her look Chinese. She is tougher than she looks. Her lungs are so strong; she can blow things far away, and literally make winds! She is a middleweight at 130 pounds. One of her favorite direct attacks is the tackle, she tackles the bad guys. When she takes damage, she bites her opponents and adsorbs their stamina to replenish her health. Her jumping ability is excellent! She can jump 15 feet into the air! She protects Dollar City from crime with her special abilities. She usually works at Dollar City Studios. Her job there is making sure everyone has an ID; anyone who doesn't have one will be kicked out by her. She is good at dodging attacks, too. Slow pokes often miss her when attacking. Her favorite accessory is her necklace. She lives with her

necklace when she is off duty; it doesn't match her uniform. As a Chinese person, she eats any kind of meat. You name it! Meat is her favorite food.



Tonka the Jeep

Tonka is a living jeep, a vehicle with a mind of its mind. He belongs to Dr. Foolish. He helps the Weird Gang get around faster. His top speed is 120 mph. As a vehicle, he doesn't get tired after moving so fast. He comes in handy on

adventures. His ramming power can knock down walls and flatten monsters. He can even jump thanks to Dr. Foolish's springs which were put under him. He can jump 13 feet high. Because he's a jeep, he's a super-heavyweight at 1.5 tons (3000 pounds). If he runs out of fuel, he can't move until he drinks more gasoline. He may be super powerful, but he has a little weakness: while someone is driving him, he can't control himself; the driver has him under his/her control. If the driver steps on Tonka's gas pedal, he can't stop automatically, and if his brake pedal is stomped, he can't move until the driver takes his/her foot off of that pedal. Tonka has no clutch pedal.

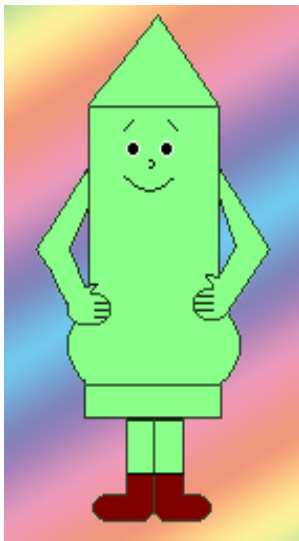
Meet the Cast of Blueworld Adventures



Olivia Spider & Alice Spider

Olivia's the brown one, so Alice's the yellow one. Olivia & Alice are cousins. They each have 8 legs, 8 feet, and 40 toes (5 toes on each foot.) They are pretty for spiders, don't you think? Since they have no arms or hands, they use their legs, feet, and toes to pick up objects. Their feet are very graceful, too. They often have to take off their shoes just pick

up certain objects, but sometimes they wear toe socks to cover their feet, so they can carry objects with their toes without getting their feet cold. (Toe socks look like gloves you wear on your feet; however, they are only created for women.) If the objects are small enough, they might put them in their shoes for safe keeping. By the way, their shoe size is 3AAA (Women's). Their toes are strong, too, excellent for lifting not so light objects! They may be only 1 foot tall, but they can lift 5 times their own weight. However, they each only weigh 5 pounds. Since they have several legs, they run pretty fast; about 55 mph. With those legs, they can kick with 1 foot, 2 feet, 3 feet, 4 feet, or stomp with all 8 feet! They're strong jumpers, too. They can jump 10.5 feet high! Without hands, they can't tie shoes, so they never wear sneakers with laces. They both have a special ability: they can heal their friends with a special move they call the "Footsie Hug". Either Olivia or Alice hugs a friend with her legs, and then rubs her feet on him or her in a gentle, playful way. These spiders are friendly, but the Brass Ladies don't like them, because they're spiders; the Brass Ladies hate spiders and love to stomp on them! Olivia & Alice are strong enough to fight back, but they are not that strong, so they ask the Hamburger Heavy Metallars for help. Alice is more excitable than Olivia. She gets upset and aggressive very easily, while Olivia tries to keep her cool.

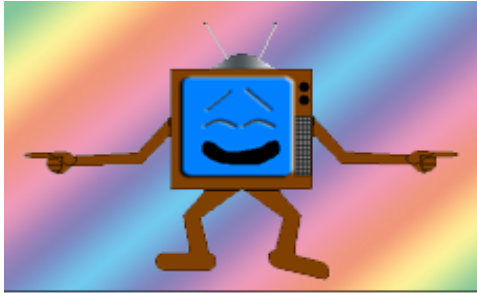


Ippy Marker

Ippy is Crayonman's (Carlton Marker's) cousin. He is fat. He weighs 225 pounds. Since he's heavier than Carlton, his jump attacks are more harmful, and he's more difficult to push around. He has no voice; he uses sign language to communicate. As a crayonperson, he has superpowers, the same powers as his cousin Carlton; but Ippy's super attack power is greater and uses more energy. Ippy has a sister named Yafit, who is yellow in color. She runs much faster than Ippy does. Ippy's weakness is his speed; he can run 30 mph which is considered slow on the planet

Photonis. (Nicknamed Blueworld) Yafit runs as fast as Carlton at 85 mph. His appetite is very good; he eats very often. His weight allows him to carry more weight on his back; he can give the heaviest people a ride and not get a backache!

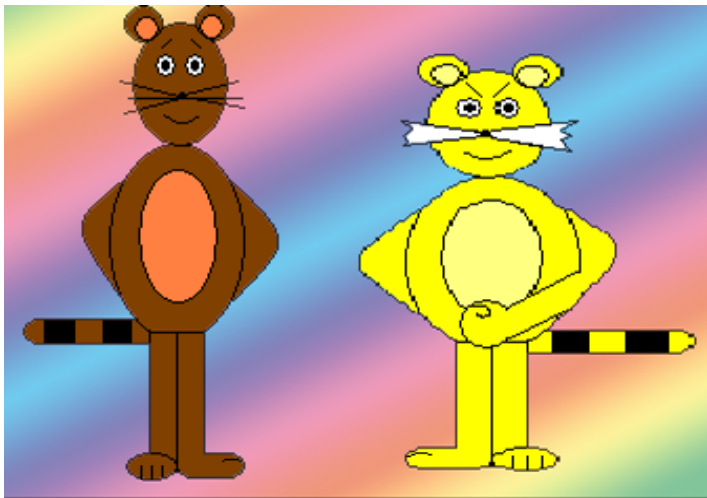
Meet the Cast of Blueworld Adventures



T.V. Man

T.V. Man is a robot created by Dr. John Von Foolish. He is a walking television set! He is a wisecracker who's full of jokes! Since he's a television set, he has many superpowers

such as ventriloquism, shooting electricity from his antennae, generating microwave beams from his screen, making vociferous noise, boring bad guys to sleep with a boring show, hypnotism, scaring villains with scary images, muting opponents with his "Radioactive Raid" so they can't use their superpowers, and he has super strength! He fools baddies by changing his voice; he can mimic any voice he wants! To heal from damage, he can adsorb food through his screen. He is a heavyweight. He weighs 2 hundredweights (200 pounds). He uses his great weight to crush enemies from above, and he's bullet-proof. His hard body makes him damage-proof when he stomps on spiky creatures. The Weird Gang loves this character! He is good at entertaining people. He has a weakness, water makes his antennae rust and causes him to short-circuit. He must stay away from water in order to work.



Xavier Xtremmer & his brother Xanthe

Xavier has brown fur, Xanthe has yellow fur. (Xanthe means "yellow") These guys are beavers, beavers that can explode! Exploding beavers are called "Xtremers" hence their last name. Xavier is a perfect gentleman, while Xanthe tends to be macho! Xavier has many jobs; he is a psychologist, driving school instructor, cook's apprentice, clerk, and even a superhero!

Xanthe doesn't have as many jobs as his brother, but he's also a driving school instructor. These two brothers make lots of money! They can both blow themselves up like balloons so they can float through the air for a while before they deflate. In Balloon mode, they must be careful not to touch sharp objects or they'll pop! After popping, they fall back to terra firma. Their explosions hurt baddies of course. Xanthe's explosions are a little stronger than Xavier's. Xavier is leaner than Xanthe; Xanthe is a bit shorter and fatter. Xavier weighs 55 pounds, but Xanthe is 70 pounds. Xavier is the older brother; he's only 1 year older. Their explosions come in handy on the Weird Gang's adventures! Sometimes, the explosions can be used to defeat enemies or destroy some walls that block the way.

There are many more characters to see & meet in these cartoons that aren't pictured here!