



CHARACTERS



SPORK

A nerdy alien from Eon Nimbus, one of the nerdiest planets in the galaxy. He is curious about the universe and is using his time on Earth to conduct field tests and high-risk paradox theories. More importantly, Spork is also learning how not to be a loser.



MERRIN

An eight-year old with big ambitions, who finds herself having to pretend to be normal to survive. She is unhappy at school and misses her parents, which drives her to launch into daring adventures with Spork as her willing sidekick.







ASBO

A tough industrial droid built like a construction digger with limbs. He is a blue collar guy and prefers action to big fancy words. He is programmed to protect Spork, and will fight anyone who makes his friend cry.



DALE

An angry little shellfish who was created by accident during one of Spork's experiments. He only thinks of himself and annoys people with his loud and awful opinions. His birth is one of Spork's biggest regrets.









GRANPA

Old and grumpy, he is juggling hiding aliens in his house with looking after his unruly eight-year old granddaughter. He makes ends meet by running an ice-cream truck, which is a long way from his old job of space adventuring.

MR. GUBBINS

A sentient microchip who helps out Granpa around the house. He's always ready to serve and never lets his stutter hold him back. He is incredibly shy and curls up into a little ball when under pressure.





EQUIP

Merrin defies her Granpa's wishes by showing Spork all the old tech equipment locked in a garden shed. When they activate a device that calls in a squadron of spiderbears, Granpa is mad they didn't leave it alone like he told them.

OUTDOORS

Merrin is being bullied at school and to take her mind off it,
Granpa takes the family on a hike in the countryside. Spork is unable to cope without his gadgets, until he learns that the outdoors is not a simulation, but a beautiful reality.







SHELLFISH

When Dale hurts everyone's feelings at the dinner table, he decides to run away to somewhere he can't cause any trouble. Merrin and company set out to find him and bring him back from the town's only seafood restaurant.

RESTART

Spork has converted Merrin's game console to display hardlight graphics and fill the room with enemies. But they get more than they bargain for when it turns their life into a neverending tutorial level they cannot get out of.



