

REBOOT™

THE GUARDIAN CODE

CREATED BY
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DIRECTOR OF ANIMATION
MICHAEL DOWDING



CAST

TY WOOD
SYDNEY SCOTIA
AJAY FRIESE
GABRIEL DARKU
HANNAH VANDENBYGAART

BOB FRAZER
TIMOTHY E. BRUMMUND
NICHOLAS LEA
LUVIA PETERSEN
OMARI NEWTON

SERIES OVERVIEW

ReBoot: The Guardian Code is a gripping, cinematic, and entertaining 20 x 22 minute live-action/CG animated serialized action-comedy series about four teenagers - Austin, Parker, Tamra and Trey - who discover on their first day at Alan Turing High that they've been preselected to become the Next-Generation Guardians of Cyberspace.

Their selection began months earlier when they started playing the multiplayer Cyber Guardians video game together online. Now Austin (Ty Wood), Parker (Ajay Friese), Tamra (Sydney Scotia), and Trey (Gabriel Darku) have to make their gamertags - VECTOR, GOOGZ, ENIGMA, and D-FRAG - into more than just names, and protect humanity by defending cyberspace from threats both within and without. These threats pose a great risk to the real world with the potential to send civilization back to the dark ages.

Featuring a mix of character-driven stories, humor, and adrenaline-pumping action, **ReBoot: The Guardian Code** is targeted at the 8-12 year-old demographic but will also appeal to 6-8 year olds and a much wider co-view audience. The first season focuses on the Guardians' defense of cyberspace against deranged hacker the Sourcerer (Bob Frazer), as well as a resurrected and upgraded Megabyte - the legacy villain from the original *ReBoot* series.

Aided by Vera (Hannah Vandenbygaart), an artificial intelligence being who is unexpectedly bio-constructed as a teenage girl, the Guardians digitize into the internet cloaked in cybersuits made of code and equipped with an array of cyber powers and weapons.

Laidback snowboarder Austin becomes Vector, the leader of the team. Armed with his Code Disruptor, he rides his Zip Board like a daredevil, fragging computer viruses with a marksman's aim. Science geek Parker transforms into Googz, outfitted with a Deflector Ring as well as tactical scanning and hacking abilities. Vlogging sensation Tamra turns into Enigma, a stealth cyber ninja who wields a Sonic Katana and flings Energy Shurikens with extreme precision. Basketball star Trey cybersuits up as D-Frag, a hulking tank with code crushing Frag Fists and a mace-like Bash Tagger that obliterates any malware in its path.

Hidden in the basement of Alan Turing High is a secret room - Room 0 - that serves as the Guardian's real-world headquarters. This hi-tech, beyond state-of-the-art control center is the Guardians' transfer point for digitizing and reconstructing to and from cyberspace, as well as Vera's home base. From here she programs whatever the Guardians need to assist them on their missions, repairs their suits and armor, and does any research required. The entrance to Room 0 can only be accessed through a holographic wall, opened by a "key" only the Guardians possess. The Guardians digitize from Room 0 into the Codec - their cyber ship in the internet. The Codec is equipped with scanning and tracking capabilities, full lab functionality, defense systems and weapons. And it's one sweet ride.

The four teens' duties in cyberspace and their adjustment to their new high school often collide as they are drawn into the mystery of why they were chosen to be Guardians in the first place. The pursuit of that answer unfolds in clever and surprising ways that will keep viewers young and old hooked and engaged from the start of the season to its thrilling conclusion.





EPISODE 1

ACTIVATION

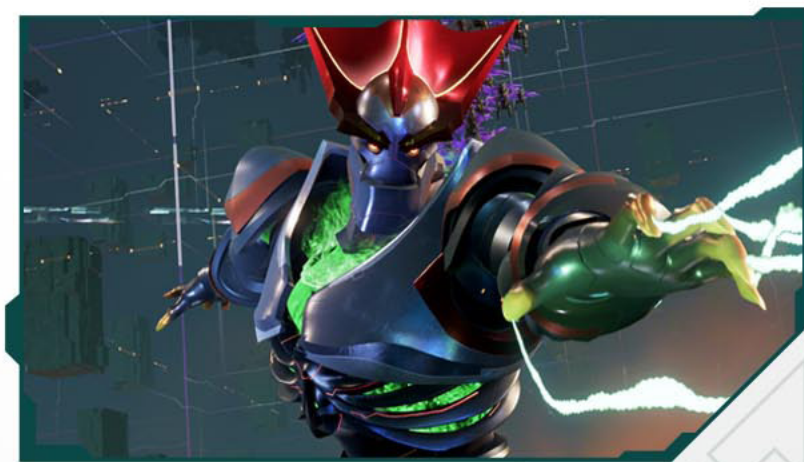
On their first day at a new high school, four teenagers – Austin, Parker, Tamra, and Trey – are recruited by Vera (the Virtual Evolutionary Recombinant Avatar) to become the Next Generation Guardians of Cyberspace. They thwart a nefarious attack by a mysterious hacker, and discover that the whole adventure is more than a Virtual Reality experience. Later, in class, they are shocked when Vera appears, now bio-constructed as a teenage human girl.



EPISODE 2

RESURRECTION

The Sourcerer reanimates Megabyte and upgrades him to do his bidding in cyberspace. Reluctant to be the leader of the Guardians, Austin leaves the others in jeopardy when they go back into cyberspace to stop Megabyte from reopening the rift that the Sourcerer opened in the previous episode. Ultimately, Austin is inspired by a visit to his father's grave and arrives in cyberspace just in time to seal the rift and defeat Megabyte. Needing a place to live, Vera moves in with Austin and his mother.



EPISODE 3

FORTRESS
COMMAND

Insistent that Googz lacks firepower, Parker upgrades his suit without Vera's authorization and enters a mobile game to test it out. But Googz is unaware that Megabyte is in the same mobile game and has infected the game's Fortress and Sentinel Army to establish his own power base. After Googz' upgrades drain his suit's power and he is captured by Megabyte, the other Guardians head into the fortress on a desperate rescue mission.



EPISODE 4

CATASTROPHIC

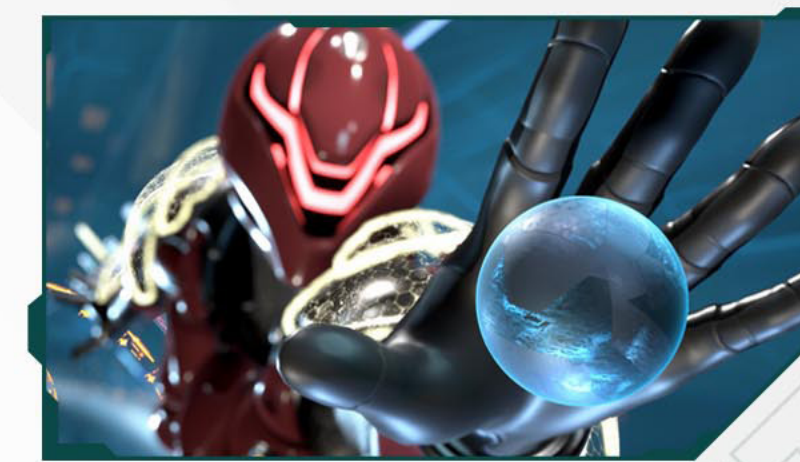
Under pressure from his father to improve his grades, and risking getting kicked off the basketball team if he doesn't, Trey clashes with Austin on a mission to catch a cat virus clogging the internet. Working for the Sourcerer, Megabyte wipes out a security system that allows the Sourcerer to steal a new computer prototype which gives him unlimited internet access and processing power. Austin is curious about a sphere the cat virus coughs up in the Codec.



EPISODE 5

DISCOVERIES

The mysterious sphere found in the Codec reveals a startling secret about the origin of the Guardian Code technology. After finding another sphere in cyberspace, Vector and Googz end up in danger in Megabyte's Fortress. Enigma and D-Frag come to their rescue and they manage to stop Megabyte from replicating Sentinels to expand his army, but Vector loses the sphere in Megabyte's Throne Room. Vera gets a detention for correcting a teacher.

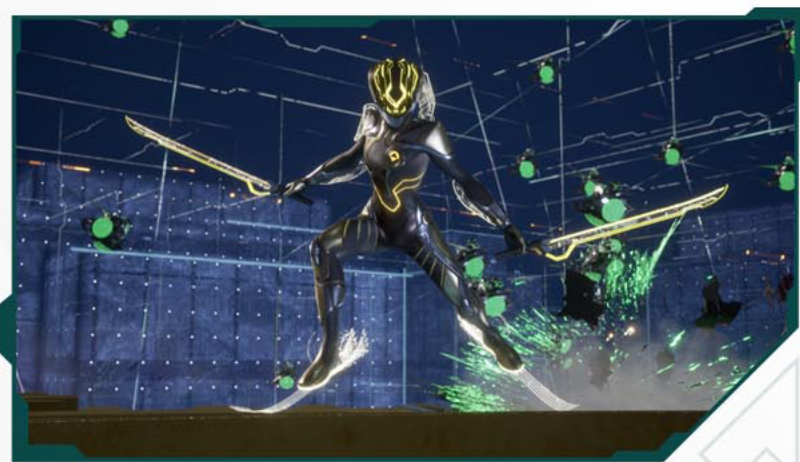




EPISODE 6

EMOTIONAL RESCUE

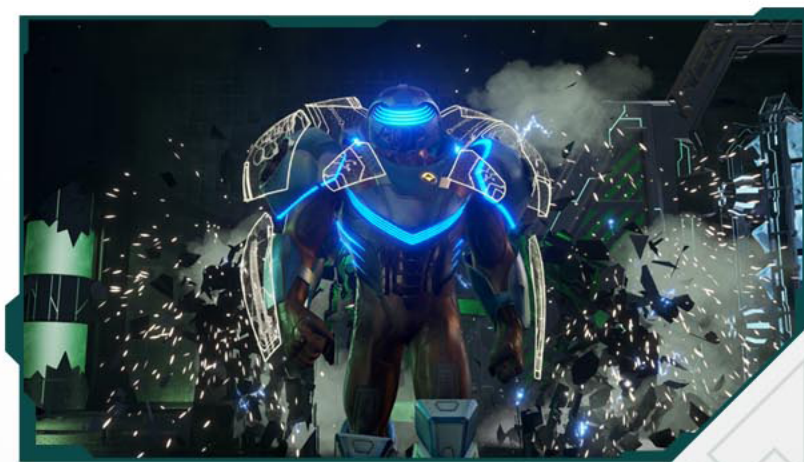
Vera installs a Teenage Emotion Plug-in into her operating system in an attempt to be more human. Her wild mood swings create an extra challenge for the Guardians as they try to stop the Sourcerer and Megabyte from bringing down a major banking system. Vera adds weapons to the Codec and nearly wipes out the Guardians as she fights Sentinels. And when the Sourcerer unleashes a cyber worm into the bank site's vault, Vector chases it down and cleverly defeats it.



EPISODE 7

GAME DAY

Trey has to make a choice between delivering a win for the high school basketball team and saving his friends when the other three Guardians find themselves trapped in the fortress by Megabyte and several imposing Megabyte Replicants. Vector is injured by Megabyte when he tries to retrieve the Sphere he left behind. D-Frag comes to his aid and they escape the fortress. The Sourcerer changes his mind about deleting Megabyte when he discovers the Guardians are human.



EPISODE 8

ARTIFICIAL INTELLIGENCE

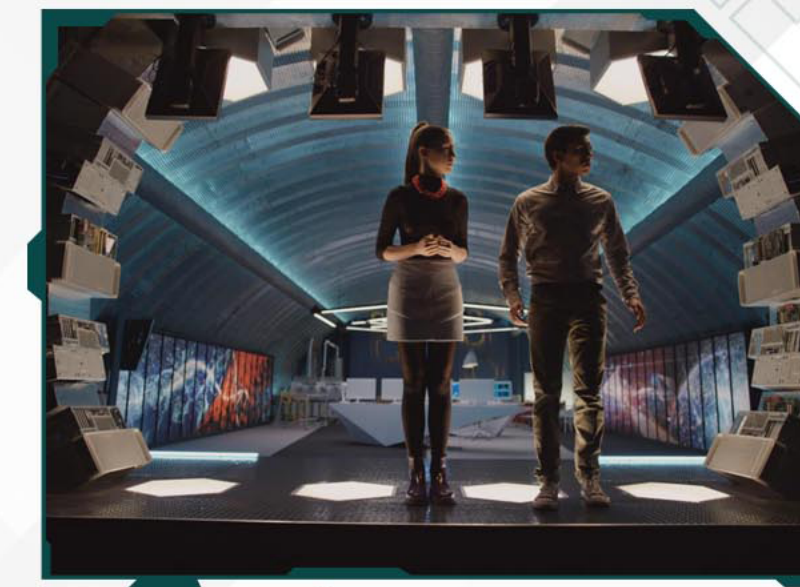
As Vera tries to convince Austin's mother Judy of the benefits of technology, the Sourcerer hacks the smartphone Virtual Digital Assistant Alyx, turning her into a real-world menace. Determined to save Alyx' reputation, Vera and the Guardians must reset Alyx's programming before she causes serious damage. But the Sourcerer has plans to trap the Guardians and compress their code, and Vector must protect Judy when Alyx takes control of her car.



EPISODE 9

DATASTORM

With Austin preoccupied about his mother's relationship with Mark Rowin, an old friend of his late father, the Guardians rush into cyberspace when the Sourcerer takes control of a weather satellite and unleashes a potentially devastating hurricane on the Pacific Northwest. Megabyte and his Sentinel army protect the weather satellite computer, blocking the Guardians' efforts and forcing them to take drastic measures to stop the Sourcerer.



EPISODE 10

MAINFRAME MAYHEM

When Megabyte goes into Mainframe to get his sister Hexadecimal to join forces with him, Vector, Enigma and Googz give chase. In Mainframe, they encounter original ReBoot characters Bob, Dot, and Enzo and battle with Megabyte and Hexadecimal, who get away when the Guardians (old and new) are trapped in a game cube. Googz saves the day by winning the game at the last second. Back in the real world, Parker's crush on Vera takes a hit when she and Trey make plans together.

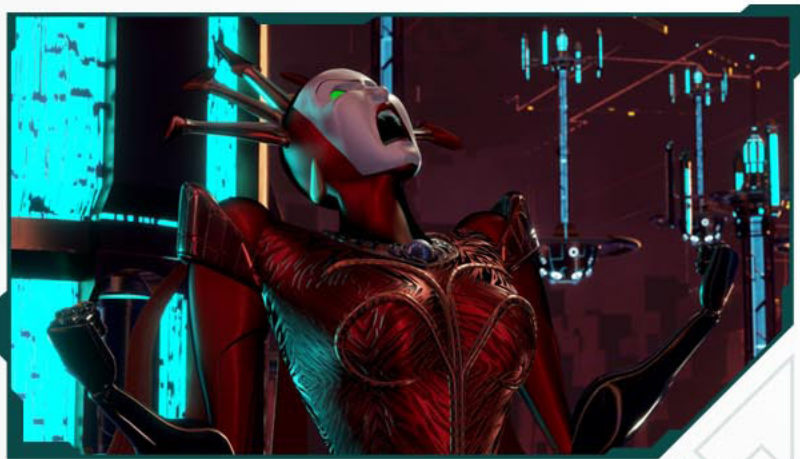




EPISODE 11

NETWORK INTERFERENCE

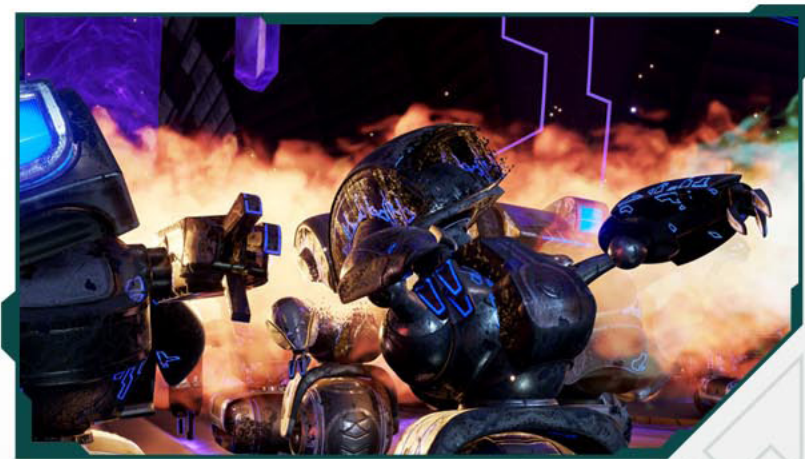
The Sourcerer uses a Trojan Horse hack to infiltrate a cellular network in an attempt to track down the real-world location of the Guardians. When Hexadecimal learns that Megabyte is beholden to the Sourcerer, she causes chaos to the cellular network. Determined to stop Hexadecimal from teaming up with Megabyte, Enigma manages to trap her and ends up retrieving another sphere that reveals the DIS was after the Guardian Code technology.



EPISODE 12

ZOMBIE ARMY

The Guardians must stop the Sourcerer when he creates a "Zombie Army" botnet to trigger massive Denial of Service attacks. Using teamwork and a Cyber Scorcher weapon Vera codes for them, the Guardians stop the Sourcerer just before he gains full control of his botnet and executes his fiendish plan. Austin and Parker follow Mark Rowin and discover he works for the Department of Internet Security.



EPISODE 13

BEE-WARE >>

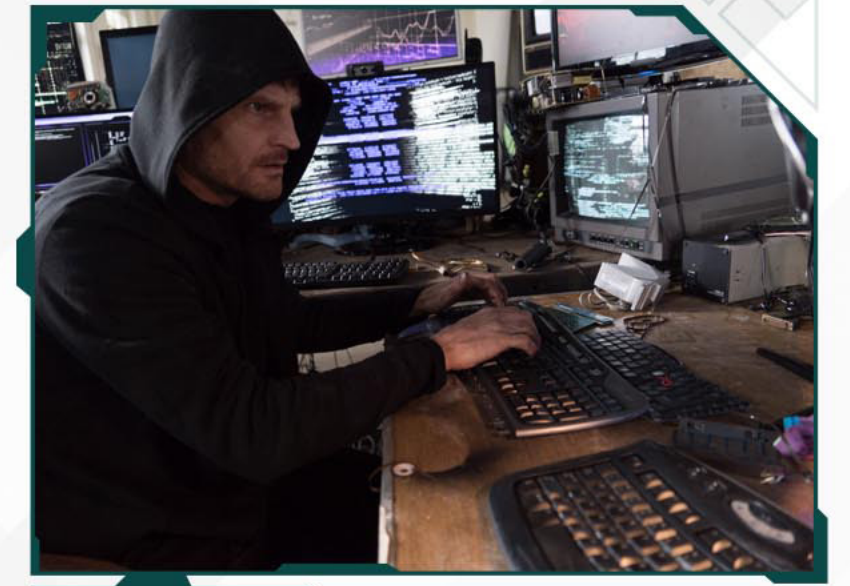
Intent on impressing Vera with a new Virus Extraction tool he's coding, Parker is deflated when he finds Vera and Trey together again. When Megabyte infects wifi connected Wubbly-Bee toys to prove his value to the Sourcerer, the Guardians intervene and use Parker's new Virus Extraction tool to remove the infection. But the Sourcerer takes over and turns the toys into ticking time bombs in the real world, It's up to Googz to out hack him so the Guardians can foil his plan.



EPISODE 14

SHARE SCARE

After Tamra accidentally posts a video that could expose the Guardians' secrets to the world, she and the others must evade Megabyte and his Sentinels in a file-sharing site to stop the video from going viral. When Googz gets trapped in Megabyte's Digital-Snare with D-Frag, he learns the truth about Trey and Vera's relationship. Working together, Googz and D-Frag escape while Enigma manages to destroy the last video file before it is uploaded.



EPISODE 15

NUCLEAR CONFUSION >

When the Sourcerer infiltrates the Department of Internet Security's secure network and accesses a nuclear missile site, Rowin enlists the Guardians to stop the Sourcerer from launching a nuclear warhead. With DIS Special Agent Nance taking extreme measures to eradicate the Sourcerer's Dark Code, the Guardians battle their way to the Nuclear Launch Code Terminal where Googz and Vector manage to speed up time and prevent the Sourcerer from starting a nuclear war.





EPISODE 16

DOUBLE TROUBLE >>>

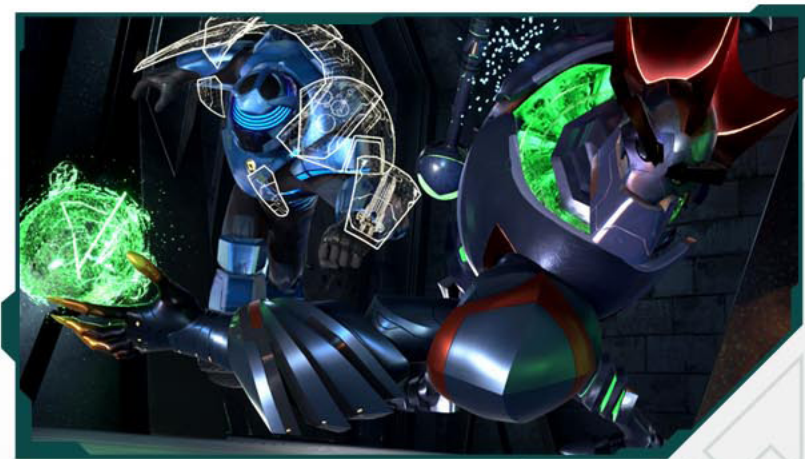
While Tamra is hosting a vlog awards show, Shari gains access to Room 0 and inadvertently digitizes into Cyberspace and is captured by Megabyte. Vector, D-Frag, and Googz attempt to rescue Shari, only to wind up prisoners themselves. Megabyte threatens to terminate the Guardians if the Sourcerer doesn't remove his Delete Code. The Sourcerer relents, and the painful decoding process begins on Shari's suit. It's up to Enigma to save Shari and the Guardians.



EPISODE 17

MEGA-VIRAL >

Finally out from under from the Sourcerer's control, Megabyte takes over Social Media City and begins his reign of terror in cyberspace. While the Sourcerer makes his way to Quantum Heights in search of the Guardians and their technology, Special Agent Nance tries to contain Megabyte and the Guardian Code. Trying to get the attention of college recruiters, Trey comes to understand the power of social media as he and the Guardians defeat Megabyte and send him to Virusylum.



EPISODE 18

GREAT ESCAPES >>>

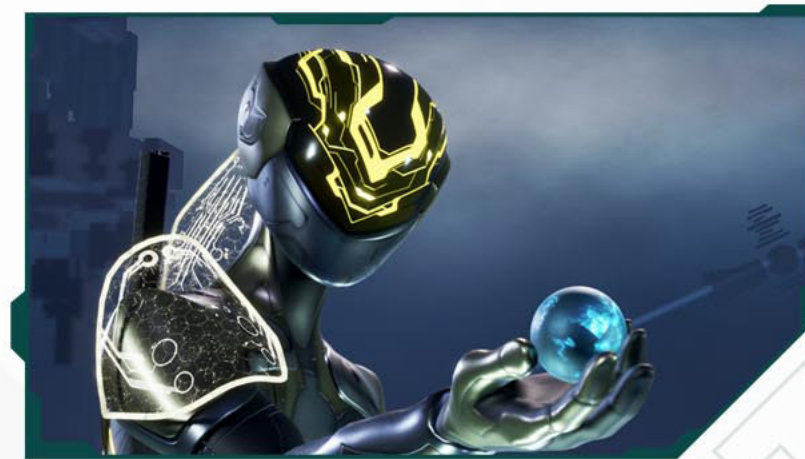
When the Guardians try to stop Megabyte and Hexadecimal from breaking out of Virusylum, Vector and Enigma are captured by Special Agent Nance. Megabyte and Hexidecimal get away and head into the Deep Web to hide out. Vera directs Parker to enlist Rowin's help to free Vector and Enigma from Virusylum. Following Rowin's plan, D-Frag lets himself be captured so he can lead the other two out of Virusylum when Rowin crashes the DIS system. The Sourcerer arrives in Quantum Heights.



EPISODE 19

IDENTITY THEFT >>>

The Guardians venture to the edge of the Deep Web to stop Pirate Phishing Trawlers controlled by identity thieves. The Sourcerer tries to access Room 0, and Austin discovers a shocking truth. When Austin is interrogated by Special Agent Nance, Rowin intervenes and helps convince her that Austin knows nothing about the Guardian Code technology. The Guardians recover a third Sphere that explains the mysteries surrounding them, Dark Code, and the Sourcerer.



EPISODE 20

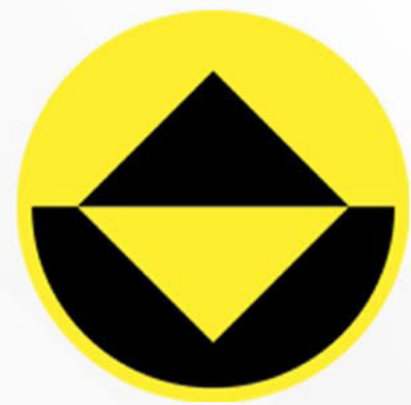
BLACK HOLE >

The Sourcerer triggers a Cyber Black Hole to consume all of cyberspace, and tricks Austin to gain access to Room 0. He digitizes into the Codec, infecting it with Dark Code, and uses its energy to expand the Cyber Black Hole. With Special Agent Nance, Mark Rowin and the rest of the Department of Internet Security unable to combat the Sourcerer's actions, the Guardians must stop him from destroying the internet from within it.



AUSTIN

The Snowboarder Dude. Austin is cool, smart and capable, but somewhat aloof and detached. A natural athlete with terrific reflexes, he's interested in individual pursuits and extreme sports - he's not team oriented. Still dealing with his father's sudden death a year ago, Austin masks his grief behind his wisecracking, carefree persona and doesn't want to talk about it - at all. Ever. Austin is a natural leader, he just doesn't know it yet, and isn't ready to accept that kind of responsibility. His best friend is Parker. They've been like brothers since they were little kids. Austin teases Parker, but he always has his back and knows that Parker has his. Over the course of the season Austin grows into a true leader of the team.



VECTOR

VECTOR'S POWERS INCLUDE:

- CODE DISRUPTOR** Vector's main weapon manifests on his forearm, and fires energy blasts that can frag an enemy's code.
- ZIP BOARD** Vector has a snowboard-like cyber hover board that can whip through cyberspace with speed and agility. He can also use it defensively to deflect projectiles and offensively to strike an enemy.
- OVERCLOCK** This can boost Vector's power for short bursts.
- NETWORK** A leadership power that allows him to redistribute his own energy and that of the other Guardians to balance their reserves.
- BLINK** This extreme power allows Vector to freeze a moment in super-slow motion, giving him the ability to manipulate the situation to his advantage.

As Vector he is fast, daring, and packs a punch, but he often acts impulsively and plays by his own rules. Over time he'll learn about tactics and the value of teamwork, and become the passionate defender of cyberspace and the leader he is destined to be.

TAMRA

The Social Media Maven. Tamra is an intense, opinionated, alt chick. But under her edgy, sarcastic exterior she is actually quite sensitive, open and empathetic. Her TamraSez Vlog gives her a voice and a means to share her thoughts and feelings. She enjoys having an online following but isn't after fame - she just wants to engage. Tamra is into music, video games, dance, fitness, and martial arts. She has a strong sense of right and wrong and doesn't trust people who are dishonest and manipulative. As the season progresses, she will emerge as a voice of reason, logic and compassion within the team.



ENIGMA

ENIGMA'S POWERS INCLUDE:

- SONIC KATANA** Enigma wields two blades that can be used separately or joined together as a double-sided katana with a handle in the middle.
- ENERGY SHURIKENS** Enigma can fire shuriken-like objects that destroy malware.
- LASER BLADES** These holographic extensions beneath her feet give Enigma extra dexterity. She can jump high, perform extreme acrobatics, and walk on any surface (even upside down).
- GHOST MODE** Enigma can cloak in cyberspace, becoming invisible for a limited duration.
- HYPERLINK** Enigma can teleport short distances to avoid an attack, to scout ahead, or to catch her enemies off guard.
- STEALTH GLIDER** Enigma's vehicle travels silently through cyberspace.

As Enigma she is a cyber ninja, hiding from scans, slipping past security, attacking from the digital shadows. She's an infiltrator, and a fierce combatant. Quick and agile, she can cut with a whisper or slice with sonic booms, and she always has the other Guardians' backs.

PARKER

The Techno-Geek. Innovative and daring, Parker is an avid gamer and prides himself on being an A+ student, excelling in math and science. He skipped a grade, has a bit of a superior attitude about being so smart, and he's sometimes impatient when others don't catch on quickly enough. When Parker likes something he is excitable and enthusiastic, but he can also be judgmental of things he doesn't like. Ultimately, Parker wants to fit in, be respected and appreciated, but he also likes being different. It's become part of his identity, a badge he wears proudly. He's often awkward, not fully understanding social cues. Parker looks up to Austin but he's not afraid to challenge him if he doesn't agree with his point of view.

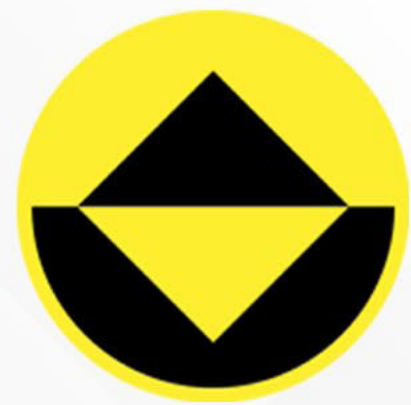


GOOZ

GOOZ' POWERS INCLUDE:

- SCAN** Googz can analyze the structure and composition of anything in cyberspace.
- FIREWALL** Googz can erect a protective firewall in various forms and sizes.
- DEFLECTOR RING** Mode 1: The energy in the center of the ring can absorb and then redirect/ricochet any blast. Mode 2: The two semi-circular halves can be used as boomerangs to frag enemies.
- HACK** Googz can transform objects in cyberspace into different states by physically manipulating their code.
- CLONE MODE** Googz can create clones of himself that he can use to deceive enemies. The clones have no powers other than acting as additional sensors. As such, they are excellent scouts. But they are highly vulnerable without any defense systems and can be fragged merely by contact.
- QUADRA DISK** Googz has a combo drone/jet ski type of vehicle. It can propel itself in a wide range of directions.

As Googz he uses code like magic – conjuring, dominating and destabilizing. He's an excellent scout and a quick thinker, and enjoys battling enemies. But he can be too bold or over-confident for his own good, or the team's, and sometimes finds himself in over his head.



TREY >>>

The Jock. Ripped and strong, Trey's a star basketball player who can carry a weak team on his back, and has to with the Alan Turing High Codebreakers. A fitness nut, he's always exercising - pumping iron, doing push ups, sit ups, squats, lunges - and he has the physique to prove it. He comes from a military family, and has a tough "drill sergeant" father who wants the best for his son but treats him oppressively. As a result, Trey is conflicted: he wants to be his own person but also wants to make his father proud. While Trey is highly competitive, he's also fair and supportive. The exception to that rule is when rules aren't followed. Then Trey can be harsh. He needs structure and likes things planned and by the book.



D-FRAG <<

D-FRAG'S POWERS INCLUDE:

- FRAG FISTS** An energy rush makes giant gauntlets appear over his hands, greatly enhancing the impact of his punches or pounds.
- BASH TAGGER** A mace-like weapon made of a handle connected via energy chain to a sharp striking surface.
- CYBER SHIELD /CYBER SHELL** D-Frag can create a layer of energy around him like a firewall to make him temporarily invulnerable. He can also use this energy field in a smaller form as a shield.
- MAG-FRAG** This power allows D-Frag to unleash a devastating magnetic wave that destroys the code of anything in his immediate vicinity.
- POWER SURGE** D-Frag can activate Power Surge which emits a short energy burst around him, allowing him to break free of most restraints.
- TURBO JETS** A cyber flight pack that can lift and propel D-Frag with speed and quick maneuverability.

As D-Frag he's a tank, an oversized bruiser, an extreme manifestation of Trey's physicality. The largest of the Guardians, he's always ready for battle and is a staunch defender of cyberspace and his teammates. He gets a lot of pleasure from fragging his enemies and any malware that crosses his path.

VERA >>

V.E.R.A. stands for Virtual Evolutionary Recombinant Avatar - her form in cyberspace. She was designed as an adaptive construct with one purpose - to train and mentor the Next Generation Guardians. She is programmed to be focused and determined. But once she's 3D bio-constructed as a teenage girl in the real world, she cannot return to cyberspace and must guide the Guardians from Room 0 - their secret headquarters in the basement of the school. Vera is a multitasking marvel, exploring all the fascinating aspects of being a human while making sure the Guardians fulfill their mandate to mend and defend cyberspace.



THE SOURCERER

An evil, twisted hacker bent on destroying humanity through attacks in cyberspace, the Sourcerer is always on edge, easily agitated, and prone to sudden fits of anger. Working out of his abandoned warehouse or his van, his main goal is to return civilization to the dark ages, and incite fear and panic in humankind. He writes with dark code, which is inherently malicious, and he creates cyber creatures to carry out his nefarious plots. The Sourcerer avoids public situations, but when he does venture out into the world, he is careful to fly under the radar. Aware that there are cameras everywhere, he consciously keeps his face hidden under his hood. Once the Sourcerer learns about the Next-Gen Guardians and their ability to move between the two worlds, he becomes obsessed with tracking them down and hijacking their technology.

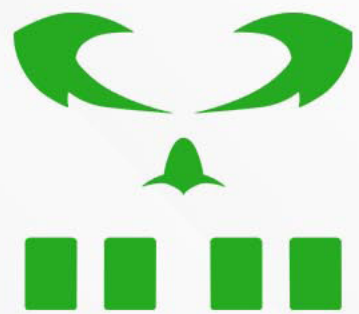




MEGABYTE



A powerful virus resurrected by the Saurcerer. The Saurcerer gives Megabyte a major upgrade -- improving his powers and operating system. But he also implants a "delete code" in him, giving the Saurcerer control over Megabyte with a simple keystroke. As a result, Megabyte must follow the Saurcerer's every command in order to prevent his own destruction. So Megabyte waits for his chance, feigning loyalty to the Saurcerer. He carries out his missions with a smile, while quickly establishing his own power base in cyberspace - a gothic fortress complete with an army of Sentinels. The legacy villain from the original ReBoot series, Megabyte remains his usual egotistical, bombastic self. Intelligent, ambitious, calculating, and manipulative- he's a formidable foe, eager to free himself from the Saurcerer's control and launch a New Viral Dawn that will affect both cyberspace and users in the real world. He can infect and corrupt by digging his extended talons into an object and altering its code, or destroy by throwing a Code Ball, or firing a blast from his hand or his Scepter.



HEXADECIMAL



A legacy character from the original ReBoot series, Hexadecimal is the Queen of Chaos, the Maven of Meyhem. Borderline artificially intelligent, she is intent on disrupting systems purely for her own twisted amusement. An unpredictable wild card, Hex has sided with the Guardians in the past, but she can't be trusted. Intrigued by the vastness of cyberspace and the new breed of Guardians, she senses an opportunity to spread her wings and let her scary, crazy impulses loose. She is unafraid of Megabyte and enjoys challenging him or aligning herself with him, depending on the circumstance, and her mood. Hexadecimal possesses the power to manipulate energy and flings Fire Balls.



DIS AGENT **MARK ROWIN** >

A college buddy and former colleague of Austin's late father Adam, Rowin is a Department of Internet Security agent operating under cover as a software developer. His investigation requires him to get close to Austin and his mother Judy and find out what they know about the Guardian Code. But his real feelings for Judy and Austin drive him to protect them from Special Agent Nance who wants control of the Guardian Code technology. Rowin ultimately becomes a trusted ally to Austin and his friends, but his loyalty is never one hundred percent certain.



DIS SPECIAL AGENT **NANCE** >>

Driven and aggressive, Special Agent Nance is a tough as nails high level Department of Internet Security operative on the trail of the Sourcerer. With a task force based in Quantum Heights, she is determined to track down the evil hacker and end his reign of terror. Convinced that there are humans in Cyberspace, Nance is obsessed with capturing the Guardians and gaining control of the Guardian Code technology.



DIS LEAD TECH **TED** >

Ted is Special Agent Nance's right hand man. A highly skilled data analyst and coder, Ted has his finger on the pulse of what's happening in Cyberspace, constantly monitoring systems for aberrations, glitches, and hacks. He's loyal to Nance and impressed with her ambition.

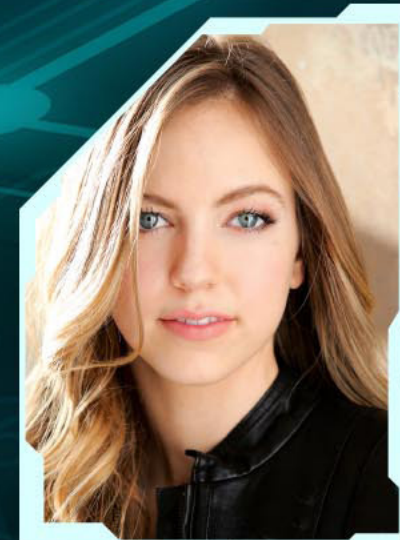




AUSTIN / VECTOR

TY WOOD

Ty Wood is an award winning Canadian actor from Winnipeg, Manitoba. His acting career began at the age of five in the TV movie *Hell on Heels: The Battle of Mary Kay*, and continued with roles in the feature films *The Big White* and *The Haunting in Connecticut*, and the TV movies *Keep your Head Up, Kid: The Don Cherry Story* (CBC), and *The Christmas Heart*, (Hallmark). Upon graduating high school, Ty moved to Vancouver, B.C. where he landed roles in the TV movie *Liar, Liar, Vampire* (Nickelodeon) and TV series *When Calls the Heart* (Hallmark), *Supernatural* (WB), *Second Chance* (FOX), *Cedar Cove* (Hallmark), and *Project Mc²* (Netflix).



TAMRA / ENIGMA

SYDNEY SCOTIA

Sydney Scotia is an award winning Canadian/American actress, producer, songwriter, and dancer. She made her mark as Geneva on three seasons of the sitcom *Some Assembly Required* (YTV/Netflix). Sydney's additional credits include the short film *I Dare You* which she also co-produced, the TV series *The Haunted Hathaways* (Nickelodeon), *The Thundermans* (Nickelodeon), *See Dad Run* (Nickelodeon), and *Crazy Ex-Girlfriend* (CW), and the films *A Mermaid's Tale*, *Common Threads*, and *I Dare You*, as well as a role in the stage production of *Prom Queen The Musical*. She is currently writing and recording original music as well as producing and directing a documentary on Traumatic Brain Injury.



PARKER / GOOGZ

AJAY FRIESE

Ajay Friese is an American/Canadian actor, singer/songwriter, musician, and photographer from Vancouver Island, British Columbia. Ajay has enjoyed a variety of lead and supporting roles in dramatic theatre, musical theatre, and opera. Recent credits include recurring roles in *Lost in Space* (Netflix) and *Dirk Gently's Holistic Detective Agency* (BBC America), and a lead role in the post-apocalyptic feature film thriller *Riot Girls*. In addition to his acting talents, Friese is an award winning singer/songwriter who fronts the band, *Close The Bombay Doors* whose EP *This Right Here* can be heard on Spotify, Apple Music, and other formats.



TREY / D-FRAG

GABRIEL DARKU

Gabriel Darku is a Canadian actor from Yellowknife, Northwest Territories. A competitive gymnast in his youth, he moved to Toronto, Ontario in 2013 to pursue a career in acting. After graduating from Toronto Film School in 2015, he began landing roles in such TV shows as *Make It Pop* (Nickelodeon), *Beauty & The Beast* (CW), *Degrassi* (CTV), *Private Eyes* (Global), and a recurring role on *Shadowhunters: The Mortal Instruments* (Netflix) and the YouTube Red Series *Impulse*, executive produced by Doug Liman, and based on the third novel from Steven Gould's *Jumper* series.



VERA

HANNAH
VANDENBYGAART

Hannah Vandenbygaart is a Canadian actress who is also a Biomedical Sciences student at the University of Ottawa. She is best known for her role as Cathy Burton in the *Bruno & Boots* TV movie franchise (YTV), including *Bruno & Boots: Go Jump in the Pool*, *Bruno & Boots: This Can't Be Happening at Macdonald Hall*, and *Bruno & Boots: The Wizzle War*. Hannah has also appeared in the TV series *Make It Pop* (Nickelodeon), and the feature films *Tell The World*, *Precious Things*, *Sidelined*, and *Stepdaughter's Revenge*.





THE SOURCERER

BOB FRAZER

Bob Frazer is a highly acclaimed and nationally recognized actor based in Vancouver. Since graduating from Studio 58 in 1994, he has worked consistently in theatre, film and TV. His work has been honoured with 10 Jessie Richardson Theatre Awards for performance. His first big role was on the *The X-Files* and he has continued to grow as an artist, participating in many aspects of the entertainment industry including directing, script development, acrobatics, dance, and writing. He has acted in almost 100 productions in theatre and has done over 80 TV episodes, TV movies, web series and films, becoming one of Vancouver's most sought after and popular actors.



MEGABYTE

TIMOTHY E.
BRUMMUND

Canadian Actor, Singer and Voice Artist Timothy E. Brummund was born in Calgary, AB. In 1985 he moved to Edmonton, AB and went to school at Concordia College and Grant MacEwan College, where he fine-tuned his craft. Timothy went on to voice several TV and radio commercials and in 1999 moved to Vancouver, BC appearing in films such as *A Guy Thing* and *Spasm* and voiced several video games. In 2003, he was cast in the Mirvish Production of *Mamma Mia* and the films *Four Brothers* and *72 Hours: True Crime*, and TV shows like *Smallville*, *Continuum* and voiced the role of Doug in *Bedbugs: A Musical Love Story*. Timothy continued to use his vocal talents in countless theatre productions over the next several years, including the role of the Man in Black in *Johnny Cash: The Ring of Fire*.



MARK ROWIN

NICHOLAS LEA

A veteran of television and film in both the U.S. and Canada, Nick is known internationally for his fan favorite portrayal of FBI turncoat and resident bad guy, Alex Krycek on the hit FOX TV series *The X-Files*. From *NYPD Blue*, *CSI* and *Arrow*, to *V*, *The Killing*, *Men In Trees* and most recently *NCIS New Orleans*, Nick's wide-ranging career has seen him in a long list of memorable roles. With over 80 film and TV credits to his name, Nick has garnered Emmy, Golden Globe and Gemini nominations and a Leo award. Recent credits include the feature film *Before I Fall* (2017 Sundance Film Festival) and the comedy *Status Update*.

DIS SPECIAL
AGENT NANCE

LUVIA PETERSEN

Luvia Petersen is an actor and director living in Vancouver, BC. She's best known for her acting work as the scrappy, stern-gazed paramilitary soldier Jasmine Garza on Syfy's *Continuum* for which she was nominated for a CSA (Canadian Screen Award) and a Leo Award for best actress. Luvia has guest starred on the CW's *The 100*, Dreamwork's *Falling Skies* and TNT's *Proof*, further TV credits include ABC/CTV's *Motive*, The CW's *Tomorrow People* and USA's *Psych*. Among her film credits, Luvia is proud to have worked on two features that originated as iconic television series, *Battlestar Galactica: The Plan*, and *The X-Files: I Want to Believe*. Luvia is currently a series regular on Syfy's new paranormal action series *Ghost Wars*.



DIS LEAD TECH TED

OMARI NEWTON

Omari Newton is a professional actor & writer. He has been a series regular on critically acclaimed television shows like Showcase's *Continuum* (Lucas Ingram) and cult comedy classic *Blue Mountain State* (Larry Summers). He has made appearances on many hit shows including *Supernatural*, *The X Files*, and *Fringe*. Fans of animation may recognize his voice from projects such as Disney XD's *Max Steel*, *Marvel Knights: Wolverine VS Sabertooth* (Black Panther) and Netflix original Animated series *Tarzan & Jane* (Chief Waziri) His critically acclaimed Hip Hop theatre piece *Sal Capone* has toured Canada and is preparing for an east coast remount in 2018.

MICHAEL HEFFERON

EXECUTIVE PRODUCER/PRODUCER/CREATOR

ReBoot: The Guardian Code is the brainchild of Mainframes Studios President Michael Hefferon. Currently, as President of the studio that created the original *ReBoot* series back in 1994, Michael has re-imagined the show for today's audience while leading the studio's ground-breaking development of an Unreal game engine based pipeline to produce the project simultaneously across multiple platforms.

Throughout his career, Michael has built numerous successful project slates as well as created and run shows as an Executive Producer, Producer, Writer and Story Editor. As an entertainment industry executive, Michael has successfully catapulted the growth of established business operations around the globe and guided multiple creative companies to profitability resulting in sale or recapitalization, using his unique combination of creative and strategic experience. Most recently, Michael has conceived and executed a 360-degree approach to content production that takes advantage of media's diversification across platforms and windows.

Michael joined Rainmaker Entertainment as President and relaunched the TV Division Mainframe Studios after heading numerous entertainment studios in Germany, Australia and Canada where he oversaw numerous productions and relationships with broadcasters worldwide. Michael's first company, Phoenix Animation, quickly built a strong reputation as a source for high-quality productions, working on five theatrical feature films including *Fern Gully: The Last Rainforest*, and during his 25-year career he has produced over 700 half hour television episodes and numerous specials. After a successful sale of his studio, Michael went on to hold executive level positions with leading entertainment companies including Catalyst Entertainment (now CCI Entertainment); the Britt Allcroft Group/Gullane Entertainment (now known as HIT Entertainment); BFC Berliner Film Companie GmbH (Berlin); and EM Entertainment's Australian studio Flying Bark Productions.



LARRY RASKIN

EXECUTIVE PRODUCER/SHOWRUNNER

Born in Montreal, Quebec, Larry Raskin began his television career in the 1980's before moving to Toronto, Ontario in 1990. From 1990 to 2000, he worked primarily for Atlantis Films/Alliance Atlantis as a development executive and writer/producer on numerous movie and series projects. Since 2003, Larry and his wife and daughter reside in Vancouver, British Columbia.

Larry's extensive television credits as showrunner, producer, director, and/or writer include drama series *Psi Factor: Chronicles of the Paranormal*, *The Adventures of Sinbad*, *Destiny Ridge* (Gemini Award nomination for Best Drama Series), *Nikita*, and *Screech Owls: MOWs Partners 'N Love*, *We The Jury*, *Clarence*, *The Girl From Mars*, and *Harvest*; animated series *Atomic Betty*, *Willa's Wild Life*, *1001 Nights*, and *Pucca* (Leo Award for Best Writing); and documentary series *Yukon Gold*, *Ice Pilots NWT* (CSA nominations for Best Documentary Series and Best Writing), *Pyros*, *The Week The Women Went*, *The 100-Mile Challenge*, *Make or Break TV*, and *True Pulp Murder*.



KIM DENT WILDER

EXECUTIVE PRODUCER

Kim Dent Wilder, SVP, Production and Operations of Rainmaker Entertainment, nurtures the creative artistry of Rainmaker's productions while overseeing and managing its growing film and television operations. She is also involved in identifying and developing new business opportunities, including the creation of new intellectual properties and partnering with rights holders of established branded properties, as well as ensuring efficiencies across all creative and technological production processes. Instrumental in bringing the company's first feature films, *Escape from Planet Earth*, in 2013, and *Ratchet and Clank*, in 2016, Kim is currently engaged in the production of *Spy Kids* TV Series, *Barbie Dolphin Magic*, *The Barbie Dreamhouse* TV Series and numerous other productions in development.

Over the past nearly 20 years, Kim's production credits encompass many high-profile animation series including *Hot Wheels* (Mattel), *Max Steel* (Mattel), *Weird-ohs*, *Inspector Gadget* (DIC Entertainment), *Stuart Little 3* (Sony), *Popeye's Voyage: The Quest for Pappy* (King Features), *The Spider-Man Animated Series* (Sony and MTV), and more than thirty DVD features in the direct-to-DVD *Barbie* series (Mattel).

MICHAEL DOWDING

DIRECTOR OF ANIMATION

As the Director of Animation for Rainmaker Entertainment, Michael brings his extensive script to screen experience to the studio's wide range of acclaimed properties. An experienced action and comedy director for animated productions, Michael transports ideas from concept to completion, from bringing them to life through his visual storytelling and editorial skills.

A native of Vancouver, BC, Michael began his career in the television industry as a video editor. After honing his storytelling skills on multiple award-winning documentaries, Michael made the jump into the world of animation. His credits include directing and series directing on both action and comedic animated television including *Hot wheels: Battle Force 5* (Mattel), *Max Steel* (Mattel/Nercorp Ent), *The Deep* (Technicolor/Nercorp Ent), *Viva Pinata* (4Kids/Bardel Ent), *League of Super Evil* (Nerdcorps) and *Slugterra: Into the Shadows* (DHX Media) *Stuart Little* (Sony Pictures/Mainframe), and the multiple award winning children's documentary *Anita's Africa* (Coming Home Films). Michael has also directed and edited video game cinematics on triple-A titles for Electronic Arts, Activision and United Front Games.

Michael currently resides in Burnaby, British Columbia with his wife and two daughters.

PAT WILLIAMS

CO-EXECUTIVE PRODUCER/
DIRECTOR

As the son of a press photographer, Pat developed a passion early on for the magic of film and the power of imagery. Beginning his career in the camera department, he worked on numerous films & television series before landing in the Director's chair where his desire for storytelling took centre stage.

Over the past years, Pat has directed hundreds of television episodes across all genres, garnering multiple award nominations and wins including both a DGC and Gemini award for the iconic teen series *Degrassi: The Next Generation*, two Leo Award's for the time travel show *Continuum* (syfy), which he co-created and executive produced, and a DGC team award for the episodic series *Family*. Other credits include directing the zombie horror film *Dead Rising: Endgame* (Sony), and episodic series *The Troop*, and *Shattered*.

Pat continues to seek projects that present a creative challenge. He honestly believes that there is nothing more fun than directing. He currently makes his home in the Vancouver area with his wife and dog.





Mainframe Studios produced the first ever CG animated series *ReBoot* in 1994. The studio, along with the company's feature division Rainmaker Studios, has produced over 700 half hours of television and 60+ movies working with global partners in helping to realize some of the biggest branded entertainment. Working with top global talent, the studio utilizes the latest technology in driving innovation to the creative content it produces for key broadcasters, home entertainment and interactive companies from around the world. Based in Vancouver, Mainframe Studios is a division of Wow! Unlimited Media a publicly traded entertainment company with offices in Toronto, Vancouver, New York and Los Angeles.



Netflix is the world's leading internet entertainment service with 130 million memberships in over 190 countries enjoying TV series, documentaries and feature films across a wide variety of genres and languages. Members can watch as much as they want, anytime, anywhere, on any internet-connected screen. Members can play, pause and resume watching, all without commercials or commitments.



