
Subject: Plot Bunny Hutch

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:46:41 GMT

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Here's a thread where you, the players, can add plot bunnies that you get about the other characters in the storyline, canon or original.

If someone comes up with one that you, the character player, likes, and you plan on doing it, say so in the thread and copy it to the subplot thread, so we know what's going on.

Posted by Tikatu on November 2, 2008

Subject: Re: Plot Bunny Hutch

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:46:54 GMT

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And my first one is: do you think anyone has done a documentary, made a film, about Jeff?

Or about Dianne and her "courageous struggle to prove her husband's innocence"?

Posted by Tikatu on November 2, 2008

Subject: Re: Plot Bunny Hutch

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:47:01 GMT

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I need some help! I need to get Gordon off the island for at least 24 hours. 48 would be better, but....anyone have any ideas??

Posted by Lillehafrue on November 3, 2008

Subject: Re: Plot Bunny Hutch

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:47:08 GMT

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Well, Di and I were talking and I wanted to get Cassie to the Tracy Industries site in Christchurch. Gordon could accompany her which would get him off the island. We were also thinking neither one of them have really been off the island much. Maybe Gordon has some things he wants to see/do while on the mainland so they stay a night or two. Cass can get a little sight seeing in.

Posted by starrynebula on November 3, 2008

Subject: Re: Plot Bunny Hutch

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:47:13 GMT

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Along the lines of my first inquiry, do you think someone would make an action/adventure show like IR? Or even daring to use IR? If so, what would Jeff do? How would the boys react?

Posted by Tikatu on November 3, 2008

Subject: Re: Plot Bunny Hutch

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:47:27 GMT

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I could definitely see someone having made a documentary or something about Jeff.

The action/adventure show based on IR could be an interesting story arc. If Jeff wanted to put an end to it he'd have to do it in a way that wouldn't give away who IR really is. Not sure about the others but I have a feeling Alan might enjoy having a tv show based on "him".

Posted by Icarus1982 on November 4, 2008

Subject: Re: Plot Bunny Hutch

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:47:32 GMT

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I have a feeling Alan might enjoy having a tv show based on "him".

Depends on who's playing him. He might decide the actor's a turkey.

On the Jeff documentary plot line - What if someone wrote a Kitty Kelly type book about Jeff? Hot scandal and all? And managed to get high school picture of the boys? And commented about the lack of pictures, so had an artist draw what they might look like now - the type of thing police departments use to age a missing person?

Posted by susanmartha on November 4, 2008

Subject: Re: Plot Bunny Hutch

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:47:40 GMT

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The further we go with this "Jeff documentary" plot bunny, the more I see the need for agents to put the kibosh on it - or to alert Jeff! He could certainly put a stop to things about him... especially a Kitty Kelly type book.

Who would find all the "hot scandal" though? Who could they interview who knows Jeff well? Disgruntled former employees? Old school chums/enemies? Business rivals? It would be interesting.

Posted by Tikatu on November 5, 2009

Subject: Re: Plot Bunny Hutch
Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:47:46 GMT
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Friends of the boy's from school? Dianne's friends? Maybe try to interview Cherie's art class?

Posted by susanmartha on November 5, 2008

Subject: Re: Plot Bunny Hutch
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 21:41:03 GMT
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Thunderbird 8:

8 will likely be built in the pod repair bay, if not at some other marine location. Jeff would have the facilities to lay the hull and such under the guise of "development". Maybe Jeff actually has a new Hydrofoil under development. He can use it to disguise the work he's having other departments do for TB8.

Some of the elements from that would go into Thunderbird 8. Jeff can say he's working on some possible change to the new hydro and wants a new hull laid to test them out. It get sent to Tracy Island and is dubbed a failure, at least that what Jeff tells the rest of the company

Susanmartha, August 17, 2007

Subject: Re: Plot Bunny Hutch
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 21:56:03 GMT
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From AmandaTracyandFred at the MSN site:

I'd really like to see a new villain. Someone who had once been an agent with vengeful intents at

International Rescue. He'd be about Christopher's age. Maybe he's being blackmailed somehow, or did something severely against IR. Not sure exactly how he'd do it or why he'd do it. Working on it, though.

Subject: Re: Plot Bunny Hutch

Posted by [artisticrainey](#) on Thu, 26 Jul 2012 21:56:21 GMT

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From Liz on the MSN site:

Here's a possible practical joke to start off with. What if someone were to do a little minor rewiring, or computer programming, so that if one person pushed the button to open his or her door (or pressed whatever they press), someone else's door would open instead? It could work for the Villa residents, or the Cliff House residents.

In the case of the Cliff House, it would be the elevator doors, which might be more difficult to do, unless the perpetrator had more extensive knowledge of the programming.

I suppose Gordon might be able to do it to his brothers. Would someone else be able to do it to him? Brains could; would he work with one of Gordon's brothers to do that? Could two of the brothers do it to him?

Subject: Re: Plot Bunny Hutch

Posted by [artisticrainey](#) on Thu, 26 Jul 2012 21:57:04 GMT

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More from the MSN site:

People who are in the news today are not going to be in the news in the 2060s. People who are famous today for one thing or another aren't necessarily going to be famous in the future. People who are famous in the UK for something aren't always known in the US, and vice versa.

What I'm trying to get at is: if you have to name a musical group, artist, or any other kind of personality, think about them in regards to whether or not they'd be known in the future, and if they'd be known across the pond from where you are. Same thing for songs, books, movies, etc. There are some things that will stand the test of time, but a lot more that won't. It's better to make up a group, song, artist, whatever, than to be anachronistic.

Any questions? Ask.

Subject: Re: Plot Bunny Hutch

Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:01:56 GMT

mentioned this in the January brainstorming session, but I think it should be here. It can be a storyline for any of the characters on Tracy Island, and I feel it's worth exploring.

We all know that the rescues have a strong element of risk to them, but what if the risk meant someone loses something? I'm not talking about a piece of equipment or part of their clothing. I'm talking about part of the person.

Say someone goes blind or deaf. Perhaps it's temporary, maybe not. Is the technology or medical treatment advanced enough in 2068 to correct it? And what would it be?

Or someone could lose a body part: an arm, a leg, an eye, a hand or a foot, for instance. What would the replacement be, if there was one? By that time, would the replacement - assuming it exists - be good enough to let the character continue working for IR? And what would that character's traumatic experience be like, both during the event that caused it, and afterwards?

This could make for one heck of a storyline. But not one to be written just for the angst factor, please.

Hobbeth, January 19, 2008

Subject: Re: Plot Bunny Hutch
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:18:04 GMT
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Okay, so Thunderbird Eight is our newest creation, a hydrofoil that can carry passengers, and is faster on the surface than TB4.

But, what color scheme should it have?

Subject: Re: Plot Bunny Hutch
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:19:02 GMT
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I voted other and have a serious suggestion this time. What if we did yellow with sienna as the accent color. That would tie it in with both TB4 and match it with Vince's uniform color. I agree with the yellow with sienna as the accent color. I can see Gordon suggesting that as a way of saying who the main pilot is. He may still not be that comfortable piloting the hydrofoil. I may be a little biased but I like the yellow with sienna accent too!

Subject: Re: Plot Bunny Hutch
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:34:37 GMT
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Okay! Just finished screencapping all the episodes by watching Security Hazard today. And in that line, how would our intrepid band handle a stowaway like Chip? (For those who are more movie oriented, a little boy of about 8 or 9 named Chip, stowed away aboard Thunderbird Two, hiding in the pod. He got an unexpected trip to the base, where he was told a lot about some old rescues, then was transported back home with the hope that he'd think it was all a dream. It wasn't terribly feasible - he was gone some time and his father would have missed him at some point.)

So, how would we deal with someone like that? Would we have some way of keeping that from happening - especially seeing as it happened once already? Let's hear your ideas on it.

Subject: Re: Plot Bunny Hutch
Posted by [artisticrainey](#) on Thu, 26 Jul 2012 22:35:21 GMT
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Well, I would think that as it happened before, they would already have protocols in place to prevent it from happening - not sure what they might be. Maybe something like locking up a thunderbird as soon as equipment is off. Maybe an alarm that would trigger if someone unauthorized enters - they have the wrist communicators so perhaps something is integrated in the communicators that signal authorization and if someone boards the thunderbird without the communicator the alarm gets triggered? Just some ideas I thought I would throw out there.

As for could it happen again. Possibly under the right circumstances. Even if they have things in place to prevent it, there is both human and equipment error. Maybe something isn't working right, or someone forgets to secure the thunderbird. I think it would need to happen during a rescue in a populated area with a lot of people and a lot of things going on though.

Subject: Re: Plot Bunny Hutch
Posted by [artisticrainey](#) on Sat, 11 Apr 2015 08:15:55 GMT
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Quote:And my first one is: do you think anyone has done a documentary, made a film, about Jeff?

Or about Dianne and her "courageous struggle to prove her husband's innocence"?

I think, if we're going to try and get the story going again, that the documentary idea is a good way to do it! Being perfectly honest, I can't remember a lot of where we were going with this chapter...

Subject: Re: Plot Bunny Hutch
Posted by [artisticrainey](#) on Sat, 18 Apr 2015 10:08:57 GMT
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How about a situation where there is a rescue that involves a political struggle and IR have to

negotiate to be allowed to rescue the people as a non-partisan organisation?

Subject: Re: Plot Bunny Hutch

Posted by [Tikatu](#) on Sat, 18 Apr 2015 16:06:12 GMT

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artisticrainey wrote on Sat, 18 April 2015 06:08How about a situation where there is a rescue that involves a political struggle and IR have to negotiate to be allowed to rescue the people as a non-partisan organisation?

I like that idea! It was done in the comics but involved a spy... We can do it better. Not every political problem is going to be solve by the World Gov't.
