

THE GOOGLES' PROJECT

Googles And The Planet Of Goo will, undoubtedly, capture the reader's intrigue and interest enough to warrant s/he to want to read the next Googles' adventure titled: Googles And The Return Flight To Goo.

There are a total of ten Googles' edutainment books currently being developed, each with its own separate adventure story.

In Vol. I., the reader is taken on a journey to a faraway imaginary planet where s/he is introduced to an extremely intelligent life form of aliens called Gootians--one of whom is the main character called Googles. This lovable, friendly looking alien ventures off into outer space, after leaving his planet called Goo, in search of a new home for his family, friends, and loved ones to live, work, learn, and play.

The planet Goo was destroyed by a combination of disasters, including the invasion of a destructive and violent alien race that totally dominated the planet, destroyed all of its natural resources, polluted its air, water, and rain forests--sounds familiar--thus forcing the remaining Gootians to seek refuge underground.

We next learn that a meteor shower ensues and when the smoke finally clears, all of Goo was cleansed of the violent intruders who either voluntarily departed or were destroyed by the meteor shower. However, in its wake, Goo was left in shambles. Now it was Googles sole appointed task, by his mentor, GooRoo, to find a planet for those Gootians who were still alive to immigrate to.

Googles sets out on his journey and as the first adventure book denotes, what a journey it turns out to be.

Vol. II. titled: Googles And The Return Flight To Goo is even more captivating than Vol. I because it traces the end of Vol. I. and the reader is left hanging as to whether or not Googles and his stowaway companion, Joshua, ever make it safely back to Goo in enough time to rescue Googles' younger siblings (Giggles and Goggles).

Vol. II. further delves into the trials and tribulations that Joshua and Googles encounter once they rescue Giggles and Goggles. It is packed with a lot of adventure, twists, and excitement all of which lends itself to a movie script or perhaps an edutainment children's tv series.

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Additionally, Googlemania merchandise is introduced throughout both adventure books and the educational value and conceptual awareness lessons they both have to offer is a refreshing alternative to the violence that is, otherwise, currently and has been for sometime, permeating the media airwaves and children's literature affecting the **"children of today, with visions of tomorrow."**

As we move into Vol. III, Vol. II ends in a similar fashion as Vol. I. That is it leaves the reader, once again, hanging and very curious as to whether or not Googles, Giggles, Goggles, and Joshua make it safely back to Earth, after their spacecraft, the Ares One, heads toward Mars as originally planned, collects all of its data and samples and then heads swiftly back to Earth. The only problem is Cape Candy Space Center personnel--who were tracking the Ares One--begin experiencing transmission difficulties and finally lose permanent contact with the space shuttle. It's now up to its clandestine crew--three aliens and one earthling--to safely guide the Ares One back to Earth. Can it be done? You'll have to read Vol. III. which I've titled: Earth To Ares One, Where Are You?

Vol. II. is already completed and is awaiting final editing at this time. Vol. III. is still inside my head but it's all there ready to be penned. So are the other themes for the remaining adventure books IV through X, respectively. Hopefully I'll be able to keep the project alive that long.

I think the Googles' project is ripe for edutainment programming considerations--both for radio and television, as well as the big screen.

The social lessons, conceptual awareness, non-violent themes, and the educational values I've built into my storylines are well planned and very marketable to those responsible parents who would like to make a difference, offer an alternative to their children's library, and instill upon them a sense of enrichment that they have otherwise been missing as a result of all the violent orientated programs, literature, games, etc., that they've been constantly bombarded with and exposed to for the last 15+ years.

We at the Googles Children's Workshop, Inc., are ready to make that difference. We are ready to take the Googles

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concept into the 21st Century. We'd be only too honored to have you, on behalf of your company, hop aboard the Gooship with us and the "new kids from Goo:" Googles, Giggles, and Goggles and we'd like to close by wishing you a.....

Goody!

Sincerely yours,

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