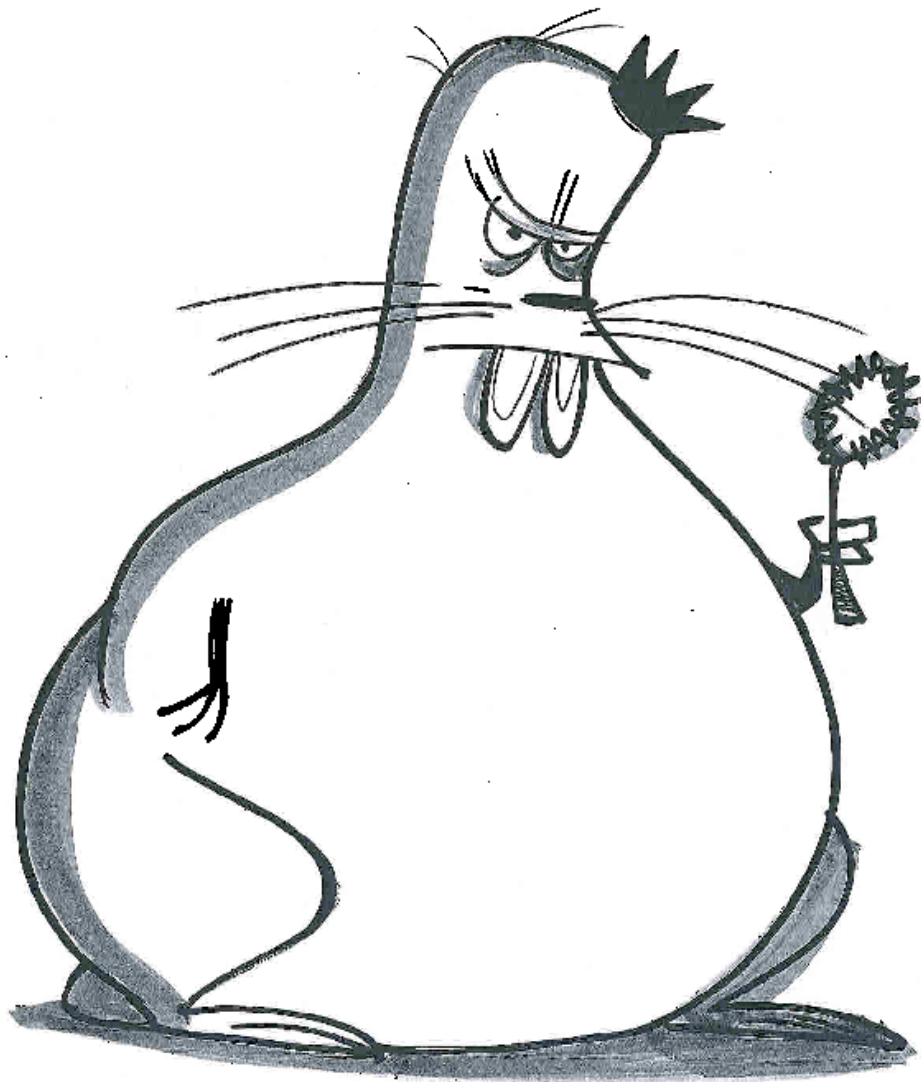




GOPHER KING
CONCEPT DRAWING

GOPHER KING - He's the big and blustery ruler of an underground gopher city with designs to destroy the surface world. He's gigantic, super-smart, and gifted with the ability to talk – he's also got a huge inferiority complex. Yes, he's intelligent (for a gopher anyway), but is he really smart smart? Because of this insecurity, he's easily flustered and/or excited. This causes him to waver between a regal, holier-than-thou attitude and the belligerent, indignant anger of a frustrated child. He has a sizable chip on his shoulder and worries that everyone's in on the joke but him... and he's the joke.

1. GOPHER KING

(Upon discovering the kids net-gunning and bagging the little gophers.)

Who dares trespass in the kingdom of the Gopher King?!

2. GOPHER KING

(After being told he can't destroy the town

because the kids took the keys to his drill. Ruby dangles the keys)

What the-- ?? This is a shoe...I told you to make a spare set! I told one of you...It was Tuesday. I remember because we had the sandwiches.

3. GOPHER KING

(After being shot with a completely ineffectual net-gun.)

See? This is why we can't have nice things.

4. GOPHER KING

(After the logic of his plan to destroy the town comes into question.)

Yes. Yes, we're going to evacuate. I obviously thought of that before because of how smart I am.

5. GOPHER KING

(Upset and embarrassed that his plan was so easily foiled, tries to save face.)

Did you really think I wouldn't come back after *not* hearing all the screaming and collapsing? I'm not stupid, you know? I'll just start the drill again.