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Thundarr the barbarian episodes

Edit Learn more Edit In 1994, a comet races between Earth and the moon. The moon is destroyed and the Earth loses its ozone layer - which devastates the entire planet. Centuries later, the earth has become a world of wildness, superscience, and sorcery inhabited by various evildoers, cleaners, and magicians. Thundarr, a warrior wieldring a mighty sword, is accompanied by his friends Ookla the Mok and Princess Ariel as they make their way through this strange world. Written by Brian Barjenbruch Plot Summary | Synopsis Animation | Adventure | Family | Fantasy | Sci-Fi Certificate: See all Certifications » Parent Guide: Add Content Advice for Parents » Edit Thundarr's Weapon of Choice, the Sunsword, projects a sound-like energy beam when it is activated, and can be disabled so that it is just a handle. The Sunsword's Energy Blade can deflect both other and magical energy attacks, cut through almost anything, and disrupt magical spells and effects. The Sunsword is magically associated with Thundarr and as such only he can use it; However, this connection may be lost. More » [repeated catchphrase] Thundarr: Lords of light! More » User Reviews Edit Release Date: 4 October 1980 (USA) More » Also known as: Thundarr Barbaari ja mustan helmen salaisuus More » Filmways Television, Ruby-Spears Productions More » Running time: 30 min (21 episodes) All technical specifications » Ookla the Mok redirect here. For the band, see Ookla the Mok (band). Thundarr the Barbarian1980 Thundarr the Barbarian promotional image Foreground from v. r. Thundarr, Ariel, and OoklaGenre Post-apocalyptic Science fantasy action-adventure Created by Steve Gerber Joe Ruby Ken Written Spears by Buzz Dixon Martin Pasko Mark Evanier Ted Petersen Steve Gerber Christopher Vane Directed by Charles A. Nichols John Kimball Rudy Larriva Voices Of Episodes21ProductionExecutive Producer Joe Ruby Ken Spears ProducerJerry EisenbergProduction CompanyRuby-Spears ProductionsDistributor Filmways (Season 1) Taft Broadcasting (Season 2) Warner Bros. Television Distribution (today) ReleaseOriginal networkABCOriginal releaseOctober 4, 1980 (1980-10-04) – October 31, 1981 (1981-10-31) Thundarr the Barbarian is an American Saturday morning animated series created by Steve Gerber and produced by Ruby-Spears Productions. [1] The series ran for two seasons on ABC from October 4, 1980 to October 31, 1981, and resumed on NBC in 1983. [2] Plot Thundarr the Barbarian plays in a future (ca. 3994) post-apocalyptic wasteland divided into kingdoms or territories – most of which are ruled by sorcerers and whose ruins typically have recognizable geographical features from the United States, such as New York, York, Los Angeles, Las Vegas, Seattle, the Badlands, Mount Rushmore, Denver, Atlanta, Boston, San Antonio and its Alamo, San Francisco, Washington, D.C. Other episodes with recognizable settings are played outside the United States, including Mexico and London, United Kingdom. Another notable feature of this future Earth is that the moon was broken in two. The shattered moon and the ruins of former human civilization were caused by the passage of a runaway planet between Earth and the moon in 1994, which caused radical changes in earth's climate and geography from scenes shown in the opening sequence. But in the period in which the series is set, the Earth and the Moon seem to have settled into a new physical equilibrium. Earth is reborn as New Earth, a world of wildness, superscience and sorcery much more chaotic than Old Earth (the name of the show for the pre-apocalyptic world). The hero Thundarr (spoken by Robert Ridgely), a muscular warrior whose companions include Princess Ariel, a formidable young sorceress, and Ookla the Mok, travels the world on horseback and fights against mostly evil sorcerers who combine magical spells with resusmidtechnologies from the world before disaster. [3] Some of these malevolent sorcerers put certain mutant species at the service to fulfill their commandment. Other enemies include The Brotherhood of Night (a group of werewolves who could turn others into werewolves by touching them), the cosmic stalker from The Stars (a predatory, malevolent cosmic vampire) and various other mutants. The intelligent humanoid animal breeds include the rat-like groundlings, the crocodile-like carocs and talking, falcon- and pig-like mutants. The new animals that were born include fire-shooting whales, a giant green snake with the head of a grizzly bear, and mutant dragonflies and rabbits. Thundarr's weapon of choice, the Sunssword, projects a sound-like energy beam when activated, and can be disabled so that it is just a handle. The Sundword's Energy Blade can deflect both other and magical energy attacks, cut through almost anything, and disrupt magical spells and effects. The Sunsword is magically associated with Thundarr and as such only he can use it; However, this connection may be lost. [Note 1] Comic writer and artist Jack Kirby worked on the production for the show. The main characters were designed by alex Toth. Toth, however, was not available to continue working on the show, so most wizards and other villains and supporting characters who appeared in the show designed by Kirby. He was brought to the show on the recommendation of comic book writers Steve Gerber and Mark Evanier. [4] The series was the creation of Steve Gerber. Gerber and his friend Martin Pasko had dinner one night in the Westwood area when Gerber Gerber told Pasko that he had not yet chosen a name for the Wookiee-like character the network had insisted on to complement the series about Gerber's objections. As they walked past the gate to the UCLA campus, Pasko joked: Why don't you call him Oo-clah? [5] Pasko later became one of several screenwriters known for their work in comics, such as Roy Thomas and Gerry Conway, to appear on the show. [Quote Required] After writing several screenplays, Pasko became story editor in collaboration with Gerber in the second season. Other writers include Buzz Dixon and Mark Jones. [6] Characters The narrator of the series was Dick Tufeld. Thundarr (pronounced by Robert Ridgely) - The main actor of the series. He is a barbarian who was once a slave to Sabian until he was freed by Princess Ariel and received the Sunsword, which he uses as a weapon in his fight against evil sorcerers and other villains. Thundarr was known for often making such statements as demon dogs! Lord of light! and his call to war Aaa-HEE!. [9] Thundarr, along with his friend Ookla, are largely ignorant of the world and rely on Ariel's leadership, but Thundarr has respect for the knowledge gained. Ookla the Mok (pronounced by Henry Corden) – Ookla is a member of the Mok species, a Leonin humanoid with teeth and yellow eyes. In Thundarr, the back story of the Barbarian, Ookla and Thundarr, was enslaved at the court of the wizard Sabian until Sabian's stepdaughter Princess Ariel helped them escape. As a Mok, Ookla has great strength by usually tearing a nearby seedling or wreckton to join his enemies. On some occasions, it is shown that he uses a longbow that fires a kind of crippling arrow. But he is also the most likely hero to directly intervene in an enemy attack or be incensed by unusual harassment or threats. Moks dwell in their own territory, ruled by a king; they fear and hate water and prefer to see overwhelming chances in battle instead of wading through a stream to escape. Both Thundarr and Ariel generally understand the howling that Make up Ookla's speech, but Thundarr seems to know more about the Mok culture than Ariel, perhaps because he and Ookla met and worked together as slaves before meeting Ariel. While Thundarr and Ariel ride horses for transport (his is white; you are brown), Ooklas Ross is another four-legged species called Equort. Princess Ariel (pronounced by Nellie Bellflower) – Ariel is a powerful sorceress. Not much was revealed about her past before she except that she was the stepdaughter of an evil sorcerer named Sabian. She learned about the history of the earth from his library and is therefore considered the academic of the group. [10] In the episode Battle of the Barbarians, it is revealed that Thundarr was once a slave to the evil wizard Sabian before he was freed by Princess Ariel. It was where she was a princess. Their most common feats were the creation of light constructs such as archways and bridges, exploding spheres and floating weights to summon nets, shields, or bridges over abysses. [10] It could also produce powerful energy rays, dazzle light and magically reserate machines. When her wrists are connected, she can't work her magic and is prone to capture. Sometimes she shows romantic feelings towards Thundarr; although he never returns them outwardly, it is clear that he cares very much about her. Ariel's clothing consists of knee-high boots, bracelets and an open leg-barable cyan (with yellow trim) that resembles a swimsuit. Other voices The show's spokesman was Alan Dinehart. Henry Corden – In addition to Ookla the Mok, Corden spoke: Caroc Leader, Gemini, Vortak, Skullus, Captain Willows (in Island of the Body Snatchers), Mutant Deputy #2 (in Trial by Terror) Michael Ansara – Vashtarr Marlene Aragon – Maya Liz Aubrey - Valorie Storm Michael Bell – Yondo Alan Dinehart Al Fann Joe Higgins – Korb Stacy Kublai Chuck McCann Mutant Deputy #1 (in Trial by Terror) Nancy McKeon - Tye Julie McWhirter - Striya Shepard Menken Alan Oppenheimer - Mindok, Morag Avery Schreiber - Octagon Hal Smith - Simius Joan Van Ark - Cin Queen Diona Janet Waldo – Cercci William Woodson – Crom Production Twenty-one half-hour episodes were produced by Ruby-Spears Productions, an animation house formed by former Hanna-Barbera head writers Joe Ruby and Ken Spears.[11] from October 1980 to September 1982 on the ABC network. Despite decent ratings, the show was canceled because Paramount wanted to make room in the schedule for Laverne & Shirley in the Army. [12] [13] Reruns of Thundarr appeared in the NBC morning cast in 1983. Episodes Season 1 (1980) All episodes of the first season were directed by Rudy Larriva and produced by Jerry Eisenberg. [14] List of episodes of the Barbarian Squadron 1 No.overallIno. inseasonTitleLocationOriginal senddateProd.code [14][11Secret of the Black PearlNew York City (Manhattan)October 4, 1980 (1980-10-04)27-01 Thundarr, Princess Ariel and Ookla escort a man who wears a magical black pearl that can defend against the two-faced sorcerer Gemini and his groundlings (a breed of mutant rats). The man needs the pearl to protect the inhabitants of the village of Manhat, which is actually the ruins of Manhattan. 22Harvest of DoomChichen Itza, Yucaten Peninsula, MexicoOctober 11, 1980 (1980-10-11)27-02 Thundarr, Princess Ariel and Ookla encounter a train carrying death flowers (whose pollen can hypnotize both humans and moks) transported by the Carocs (a breed of crocodile people) to a magician they work for. The Tye, a swamp urchin who agrees to help Thundarr, on the basis that he catches the train and gives it to her. Tye reappeared in Season 2 Last Train to Doomsday. [15] 33Mindok the Mind MenaceCape Canaveral, FloridaOctober October 18, 1980 (1980-10-18)27-04 The evil wizard Mindok lost his body in the Great Catalcysm 2000 years earlier, although his brain survived. He, General Zoa and Zoa's minions are looking for cryogenic frozen scientists of the 20th century called Ice People in a plot to build Mindok a new body for his brain. 44Raiders of the AbyssNew York City[Note 2]October 25, 1980 (1980-10-25)27-03 The evil wizard Morag and his looters attack a cruise ship village to kidnap its inhabitants and steal their vitality. 55Treasure of the MoksNorfolk, VirginiaNovember 1, 1980 (1980-11-01)27-05 Thundarr, Princess Ariel and Ookla come to the aid of the Mok Chieftain Oblach against Captain Kordon, Queen of river pirates, who is after the hidden treasure of the Moks and intends to use the fire lances of the ancients to get him. Thundarr learns that these fire lances are actually 20th-century torpedoes. Thundarr and the Moks defend the ruins of a U.S. Navy base against the River Pirates' capture, but Ookla must overcome something else besides the River Pirates, his longtime fear of water. 66Attack of the Amazonian womenMount Rushmore, South DakotaNovember 8, 1980 (1980-11-08)27-07 Thundarr, Princess Ariel, and Ookla come to the aid of a breed of amphibious Amazons from the deposed Queen Diona, who is of Striya, an evil half-human, half-shark magic queen who plans to conquer both the land and seas with her shark legion army. 77The Brotherhood of NightWashington, D.C November 15, 1980 (1980-11-15)27-06 Zevon is the leader of the Brotherhood of the Night, a tribe of werewolves who can welcome anyone into their ranks by touching them and also targeting the evil sorcerer Infernus, hoping to make the pack completely invincible. 88Challenge of the WizardsLas Vegas, Nevada2. November 1980 (1980-11-22)27-08 Thundarr, Princess Ariel and Ookla are involved in a battle between the wizards Sholow and the candidates Basim, Skorporos and Chom, who are looking for the helmet of power. Thundarr ends up sidewith the wizard Sholow when he threatens a group of villagers. 99Valley of the Man ApesSan Fernando Valley, California29. November 1980 (1980-11-29)27-09 Simius and his colleagues Man Apes assemble salvaged parts of the giant robotic gorilla of a film studio in a plot to terrorize the villagers. 1010Stalker from the StarsDenver, Colorado6.December 1980 (1980-12-06)27-10 A spaceship with an alien lands on Earth. The alien captures Princess Ariel and all the villagers hidden in the ruins of Lakeside Amusement Park under the snow and ice of the Rockies as a source of his food. 1111Portal Into the TimeSan TimeSan TexasDecember 13, 1980 (1980-12-13)27-12 The evil wizard Crom threatens a tribe of people in the Alamo. They can protect themselves by using a sophisticated Guardian machine that uses flying robotic drones that can disable the assistant's laser tanks. However, it blows a circuit and cannot be replaced because no more circuits are produced. Her only hope is to infiltrate Crom's hiding place to use his moon dial, which sends her to the Old Earth. In the 20th century, Thundarr, Ookla and Ariel are supported by a little girl named Samantha, who helps them get a new cycle. The trio returns to the New Earth and prepares for the battle with Crom, but are glad they had the chance to see the pre-apocalyptic world. 1212Battle of the BarbariansSSan Francisco, CaliforniaDecember 20, 1980 (1980-12-20)27-11 The evil wizard Kublai seeks the Golden Scepter of Yantzee (the only object that can take away his magic) and terrorizes the villagers of San Francisco's Chinatown. When Thundarr thwarts his first attempts, the wizard recruits another barbarian named Zogar to engage him in the fight, while Kublai tries again to find the scepter. 1313Den of the Sleeping DemonGrand Canyon, Arizona27. December 1980 (1980-12-27)27-13 Judag is a bitter, escaped former slave of an evil sorcerer who plans to awaken a sleeping demon who can supposedly give power to the one who gives him the power of 1,000 sorcerers. It is up to Thundarr to prevent Judag from fulfilling this mission. Season 2 (1981) All episodes of the second season were directed by Rudy Larriva and John Kimball, directed by Milt Gray & Bill Reed. [14] List of episodes of the barbaric season 2 of ThundarrNo.overallNo. inseasonTitleLocationOriginal air dateProd.code [14][141Wizard WarsSt. Louis, MissouriSeptember 12, 1981 (1981-09-12)R20-001 The wizard Skullus and his soldiers enslave villagers living in a destroyed oil refinery and use it to attack the fortress of his enemy, the equally evil wizard Octagon. 152Fortress of FearLa Brea Tar Pits, Los Angeles, CaliforniaSeptember 1981 (1981-09-19)R20-002 When he comes to the aid of an escaped slave, Thundarr, Princess Ariel and Ookla are captured by robots working for the multi-eyed wizard Lord Argoth, who wants Ariel as his bride. 163Island of the Body SnatchersLondon, England, UKSeptember 26, 1981 (1981-09-26)R20-003 The trio investigates a sector called Mystery Zone, in which several ships on an island are destroyed. You learn that the evil witch Circe is responsible, as she needs a young sorceress to overcome a curse in which will turn to stone when she leaves the island. When Ariel arrives with Thundarr and Ookla, Circe gets her chance when she changes body with her and becomes a threat to the others as she tries to leave the island. 174City of EvilBoston, MassachusettsOctober October 3, 1981 (1981-10-03)R20-004 After defeat by the evil wizard Sarott finds a research laboratory that holds the miniaturized city of thieves. His ruler Vortak promises Sarott a free hand to use the city's advanced army to enslave people and other sorcerers if he can return them to normal. To do this, he will need the Gauntlet of Power, which can increase its magic to enlarge the city. 185Last Train to DoomsdayunknownOctober 10, 1981 (1981-10-10)R20-005 Thundarr, Ookla, and Ariel are looking for a mummy-like Janus after he and a breed of falcon mutants attack villages and the train track of Tye (the former swamp urchin from Harvest of Doom). The group is in for a surprise when it turns out Janus is actually twins (the two-faced wizard from Secret of the Black Pearl) in disguise in search of revenge on Thundarr. Tye, from Harvest of Doom, returns as a train-driving businesswoman. 196Master of the Stolen SunswordBeverly Hills and Hollywood, CaliforniaOctober 17, 1981 (1981-10-17)R20-006 During a fight with Yando (a supposed wizard with unusual magic), Thundarr is struck by red negative flashes that significantly diminish the power of his sword. The weapon can be recovered in the nearby Pool of Power, but it is stolen by Yando, who tries to have the power of the sunduse for himself. 207Trial by TerrorAtlanta, GeorgiaOctober 24 October 1981 (1981-10-24)R20-007 Thundarr's friend Thorac is accused of stealing the fuel of a village and is on the verge of death sentence (cooked alive over a geyser) when the barbarian saves him. Thorac receives a pardon as Thundarr and the group investigate the crime and eventually learn that the city sheriff Korb is in the league with the evil wizard Artemus. Artemus had stolen the fuel to power his death ship and get the approval of the Council of Wizards. 218Prophecy of PerilunknownOctober 31, 1981 (1981-10-31)R20-008 Thundarr, Princess Ariel, and Ookla fight against the evil wizard Vashtarr when he steals the crystal of prophecy that can give the details of his downfall. When it breaks in its efforts to find it again, the prophecy is predicted when they learn that three women will unite to defeat him. One of them is Maya, an element shifter buried in the ruins of The Old Town of Endorr. Another is Cinda, a hermitbarbarist who lives in the Canyon of Death, whose collaborators give her great strength. The last one is Valerie Storm, a fashion model from the Old Earth who is kidnapped and captured by Vashtarr herself. DVD releases The first episode of Thundarr the Barbarian was released as part of the Saturday Morning series 1980s by Warner Home Video on DVD. The DVD set with episodes of ten other shows was released on May 4, 2010. [16] On September 28, 2010, Warner Archive released Thundarr the Barbarian: The Complete Series to DVD in Region 1 as part of their Hanna-Barbera Classics Collection. This is a Manufacture-on-Demand (MOD) version, version, Warner's online store and Amazon.com. [18] The DVD set is branded as a part of the Hanna-Barbera Classics Collection[19] as Thundarr, and the other Ruby Spears programs in 1978-91 were sold to Turner Broadcasting in 1991 along with Hanna-Barbera of Great American Broadcasting. [Quote Required] Influence In an interview with Revolver in November 2017, Morbid Angel guitarist Trey Azagthoth explained that the band's new album, Kingdoms Disdained, is based on Thundarr the Barbarian: Thundarr the Barbarian [inspired the title of the new album]... The civilization of man has been thrown into ruin. 2000 years later, the earth is reborn. A strange new world rises from the old – a world of wildness, superscience and magic... A man burst his gang to fight for justice, and with his companions – Ookla the Mok and Princess Ariel – he puts his strength, courage, and fabulous sunsword against the forces of evil. WE MUST be FREE!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! [20] There is also a Filk band from New York called Ookla the Mok. [Quote Required] The series was mentioned and was involved in the plot of the third season of episode One Watson, One Holmes of the CBS television series Elementary. [21] In Fairlady #3 by Brian Schirmer and Claudia Balboni, the characters Dunkarr, the Barbarian, Ari and Oosk were inspired by the main characters of the series. [22] Merchandise Toys Action figures of the three main characters were released by Toykami in 2003. [12] A board game was released in 1982 by Milton Bradley Company. [23] Comics and books A Sunday flick illustrated by Jack Kirby was planned, but the project was cancelled. [24] In 1982, a painting book was published by Golden Books. [26] See also Blackstar (TV Series) Notes - The Episode Master of the Stolen Sword describes events in which the Sunssword must be charged, and viewers learn that it is linked to the one who makes the charge. Ariel refers to the U.S. Badlands, but the ruins of the Empire State Building and World Trade Center (Twin Towers) in New York City appear later in the background. 2003: Woolery, George W. Children's Television: The First Thirty-Five Years, 1946-1981, Part 1: Animated Cartoon Series. Scarecrow press. Pp. 290-291. ISBN 0-8108-1557-5. Retrieved March 22, 2020. * Hyatt, Wesley (1997). The Encyclopedia of Daytime Television. Watson-Guption Publications. 431. ISBN 978-0823083152. Retrieved March 22, 2020. Erickson, Hal (2005). Television Cartoon Shows: An Illustrated Encyclopedia, 1949 Through 2003 (2. Auflst. 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