AUTHOR & DIRECTOR: MARTAVIUS DALLAS

CODE COAST

RISE OF THE CODE CADETS

Comic Episode Collection

Big adventures. Real curiosity. A new way to make STEM memorable.



23 episode entries | 19 illustrated proof pages

5-page script sample | 15 future field-trip concepts

HELP SHAPE THE NEXT CHAPTER

Tell us which episodes hook you, what needs work, and what children would learn. Printable and fillable feedback pages are included at the end.

CREATED, WRITTEN & DIRECTED BY MARTAVIUS DALLAS

November 18, 2026

THE SERIES AT A GLANCE

Welcome to Code Coast

The premise: A curious team of young cadets learns to solve problems with their adventurous teacher, Mr. Cyborg. Neighborhood mysteries, virtual labs, the flying Scamper and journeys through history turn STEM into stories about people, teamwork and discovery.

The cadets

Ace, Nova, Kai, Zuri, Jax and Byte, alongside the established Nano Companions. Keep their existing looks and relationships consistent as stories develop.

The mentor

Mr. Cyborg is young, funny, spontaneous and supportive, with short dark hair and a dark beard. His secret is discovered between classes while he updates his own operating system.

A story first, a learning moment inside it

Each mission aims to offer a relatable opening, a clear problem, discoveries through observation, a useful choice, humor and a Cadet Challenge. The art keeps the established electric blue, violet and gold Afrofuturistic style and the familiar Code Coast HQ.

What this review copy includes

The current illustrated concept proofs, brief story summaries, two proposed cyber/career episodes, the Technical Square cold open, and the national field-trip outline. These are development materials. Some art lettering and details still need editorial review.

Please give us specific feedback

Story: Which episode makes you want the next one? Where does the pacing slow down?

Characters: Who stands out? Does the teacher feel warm and the teamwork believable?

Learning: Is the takeaway accurate, clear and appropriate for the age you suggest?

Art: Are speech bubbles readable? Flag missing words, math errors or character changes.

How to respond: Use pages 33-34 digitally in a PDF reader that supports forms, or print and write on them. You can review a few episodes; note which pages you saw.

MAIN ADVENTURES AND CYBER STORIES

Episode guide

Review IDs organize this packet. Release order remains open, and older issue numbers inside artwork may differ. The cyber and neighborhood stories remain part of the main Rise of the Code Cadets series.

ID	Episode	Material	Page
M01	Cyberbullying: The Digital Bullies	Illustrated proof	5
M02	The Mr. Cyborg Reveal: The Secret Upgrade	Illustrated proof	6
M03	Wi-Fi Jammer in the Wait Zone	Illustrated proof	7
M04	Neighborhood Help Desk Scam	Illustrated proof	8
M05	Blackout Charging Mission	Illustrated proof	9
M06	Journey to the Center of a Cell	Illustrated proof	10
M07	The Great Chemistry Mix-Up	Illustrated proof	10
M08	The Scamper's First Flight	Illustrated proof	11
M09	The Marshland Mystery	Illustrated proof	12
M10	Attack of the Clone: DNA & RNA	Illustrated proof	13
M11	Trapped in the Calculator	Illustrated proof	14
M12	The Rhythm Circuit	Illustrated proof	15
C01	Cadet Ball: Game Night Goes Dark	Illustrated proof	16
C02	WannaCry: The Locked-Files Rescue	Illustrated proof	17
C03	The Day the Screens Turned Blue	Concept outline	18
C04	After Boot Camp: Choose Your Tech Path	Concept outline	18

M06 and M07 share a two-mission illustrated spread. C03 and C04 are proposed story concepts with working titles; finished comic pages are not included for them.

READING GUIDE CONTINUED

Across Time & Technical Square

ID	Episode	Material	Page
T01	The Ancestry Code: Roots Across Time	Illustrated proof	19
T02	Stone Age STEM	Illustrated proof	20
T03	Stars Over the Nile	Illustrated proof	21
T04	The Lever Lab	Illustrated proof	22
T05	The Maya Timekeepers	Illustrated proof	23
T06	The Great Wall	Illustrated proof	24
TS01	Technical Square: OFFLINE	Script sample	25

Connections that matter

DNA to ancestry: Attack of the Clone leads into Roots Across Time. That journey continues through Stone Age STEM, Egypt, Rhodes and the Maya community before the cadets return home.

A later field trip: The Great Wall happens after that return. Its labeled 1200s inset is separate from the main Ming-era visit.

A standalone invention story: Technical Square: OFFLINE has its own mission and five-page cold open. Mr. Cyborg invents the NanoCom field system; the utility robots are called Hexbots.

Other material in this packet

Pages 26-30: the complete five-page OFFLINE cold open, in script format.

Pages 31-32: fifteen additional national ecology and geology concepts.

Pages 33-34: reader ratings , episode choices and written feedback.

Page 35: continuity, educational review notes and real cyber-case sources.

M01 | Cyberbullying: The Digital Bullies

A cadet is targeted online. Friends and Mr. Cyborg turn a frightening moment into a plan: preserve evidence, report the abuse, ask trusted adults for help, and stand beside the person being hurt.



Learning: Digital citizenship, empathy, reporting and being an upstander.

Feedback: Does the bullied cadet feel supported, and is the response clear?

M02 | The Mr. Cyborg Reveal: The Secret Upgrade

Between classes, the cadets discover Mr. Cyborg updating his own operating system. Strange clues suddenly make sense. Their surprise gives way to laughter and acceptance: he is still the teacher they trust.



Learning: Identity, trust, curiosity and acceptance.

Feedback: Does the reveal feel surprising, funny and emotionally satisfying?

M03 | Wi-Fi Jammer in the Wait Zone

While waiting after school, the cadets notice a neighborhood connection problem. They compare clues, separate symptoms from causes, and practice teamwork as the mystery points toward interference.



Learning: Network troubleshooting and evidence; adults handle authorized response.

Feedback: Can readers follow the diagnosis without treating radio jamming as a DIY activity?

M04 | Neighborhood Help Desk Scam

A neighborhood tech-help station uncovers a fake homework-login website. The cadets recognize the suspicious request, preserve what they find, and bring the evidence to trusted adults rather than chasing the culprit themselves.



Learning: Phishing, website verification, account protection and reporting.

Feedback: Would a child recognize the fake login and know whom to tell?

M05 | Blackout Charging Mission

A power outage becomes a chance to serve the neighborhood. With adult-supervised charging support, the cadets help people stay connected while noticing a fictional attempt to steal data during the disruption.



Learning: Community service, resilience, device security and safe power use.

Feedback: Is the community-help story as memorable as the cyber threat?

M06-M07 | Cells & Chemistry

Two virtual-lab missions pair a tour of cell structures with a chemistry simulation gone wrong. The cadets investigate altered information while discovering what living cells do and how matter can change.

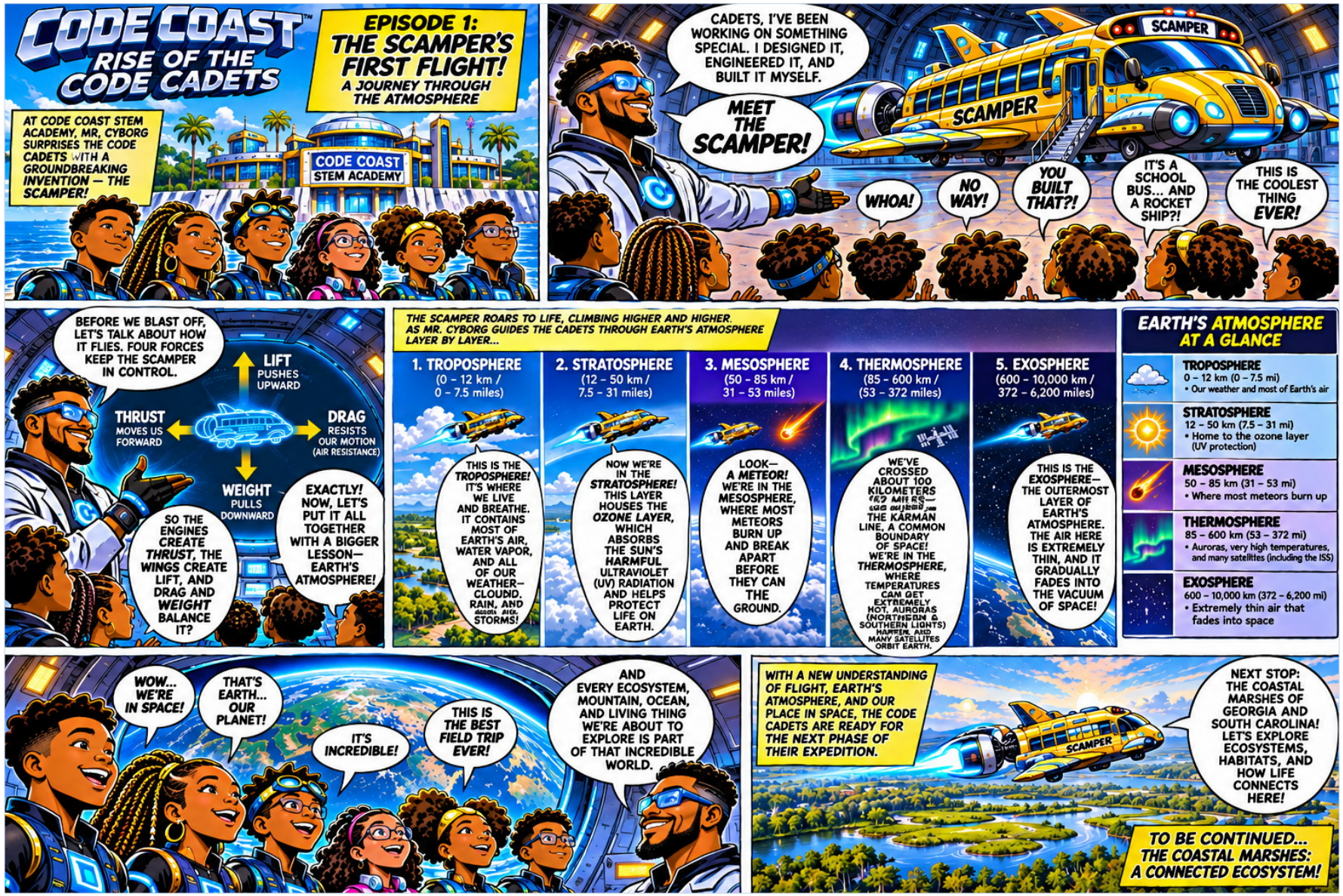


Learning: Cells and chemical change; the digital-virus story is an analogy.

Feedback: Does each mission teach one clear idea without mixing the science?

M08 | The Scamper's First Flight

Mr. Cyborg unveils the Scamper, his flying school-bus and rocket hybrid. The first ride becomes a lesson in lift, weight, thrust, drag and the layers of the atmosphere, opening the door to field-trip adventures.



Learning: Four forces of flight, atmospheric layers and a fictional rocket vehicle.

Feedback: Does the invention reveal create enough excitement for the science lesson?

M09 | The Marshland Mystery

The Scamper takes the cadets into coastal Georgia and South Carolina marshlands. With conservation experts, they connect tides, estuaries, food webs and water quality to the health of their own coast.



Learning: Coastal ecology, erosion, food webs and nutrient pollution.

Feedback: Do the local setting and living ecosystem make the lesson feel personal?

M10 | Attack of the Clone: DNA & RNA

A look-alike Mr. Cyborg sends the class into a DNA-and-RNA mystery. As the false teacher's cyber-tech glitches, the cadets trace how genetic information helps cells build proteins. Their questions lead into the ancestry arc.

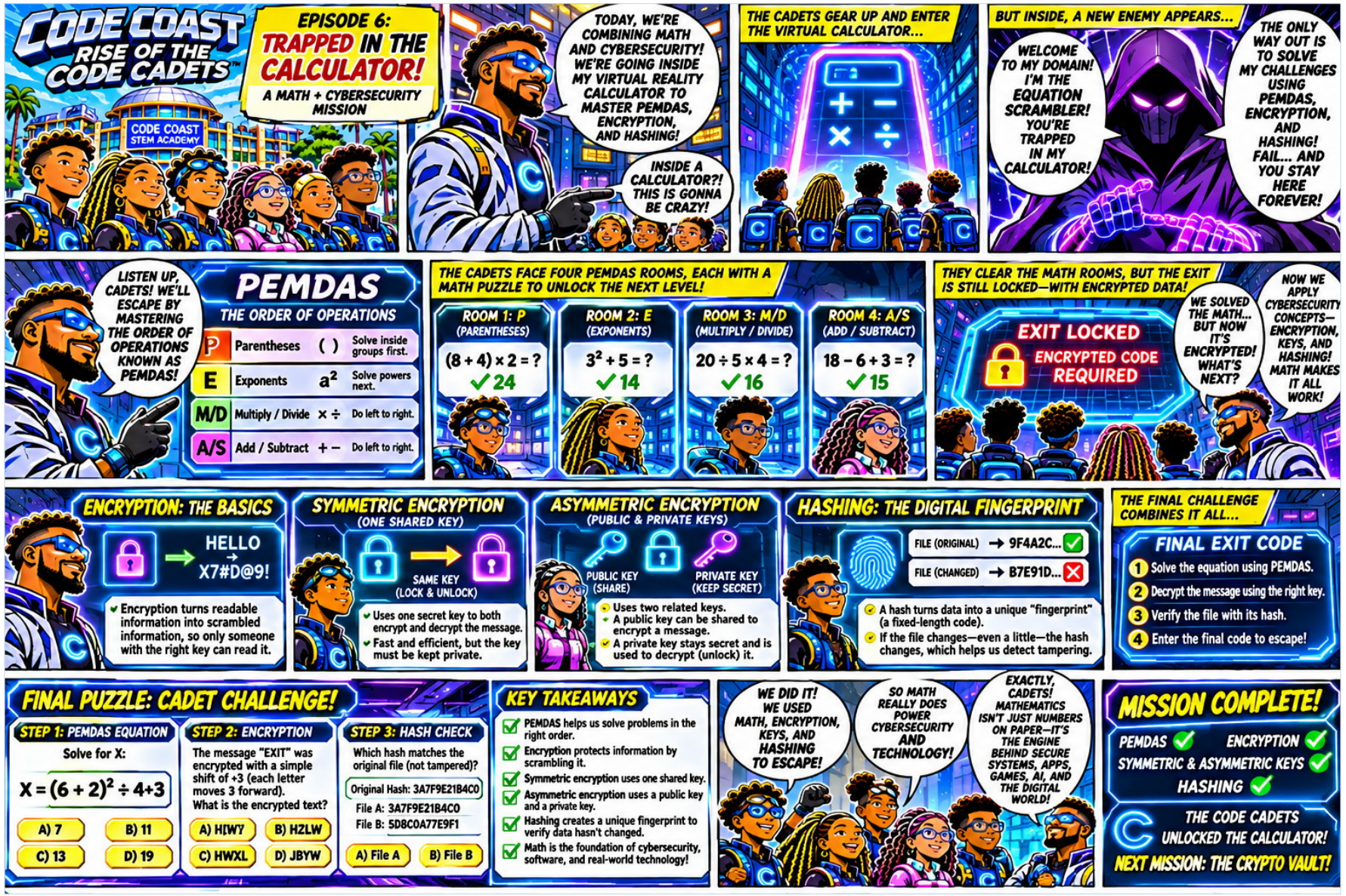


Learning: DNA to RNA to protein; green glitches are fictional cyber-tech.

Feedback: Does the mystery avoid implying that clones are genetically evil?

M11 | Trapped in the Calculator

The Equation Scrambler traps the team inside a virtual calculator escape game. Correct mathematical reasoning unlocks gates, and the next challenge connects keys, encryption and checks for changed data.

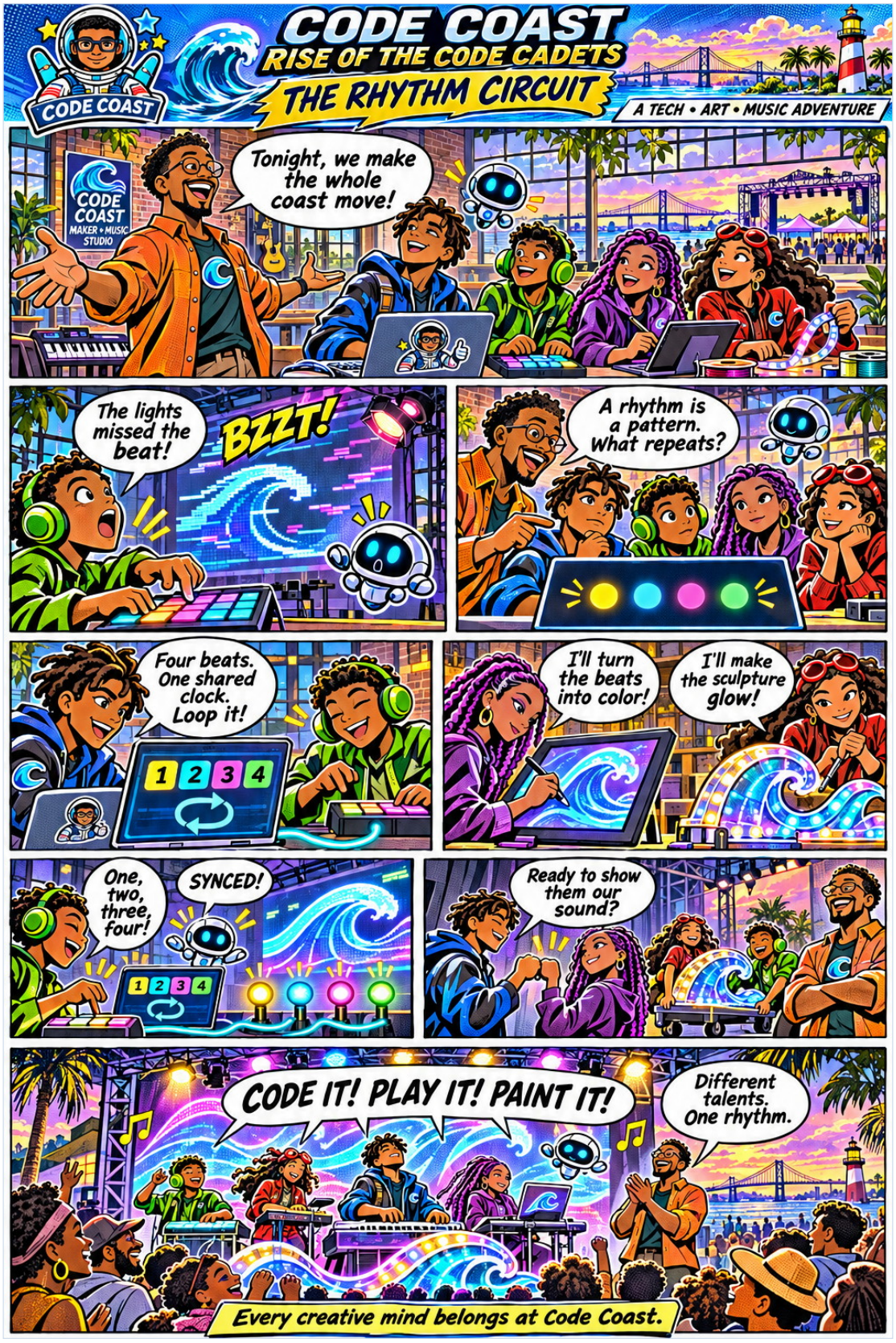


Learning: Order of operations, symmetric/asymmetric keys and hashing for integrity.

Feedback: Which puzzle is most fun, and which explanation needs a clearer example?

M12 | The Rhythm Circuit

A community performance loses its timing. The cadets build one shared clock so beats, lights and digital art move together, proving that music, creativity and code can belong in the same adventure.



Learning: Patterns, loops, timing, collaboration and creative computing.

Feedback: Does the music-and-art angle welcome a different kind of STEM learner?

C01 | Cadet Ball: Game Night Goes Dark

An online game stops during the after-school Cadet Ball. Mr. Cyborg opens a training case inspired by the 2011 PlayStation Network breach. The cadets protect accounts, spot a suspicious message and keep the party going with local play.

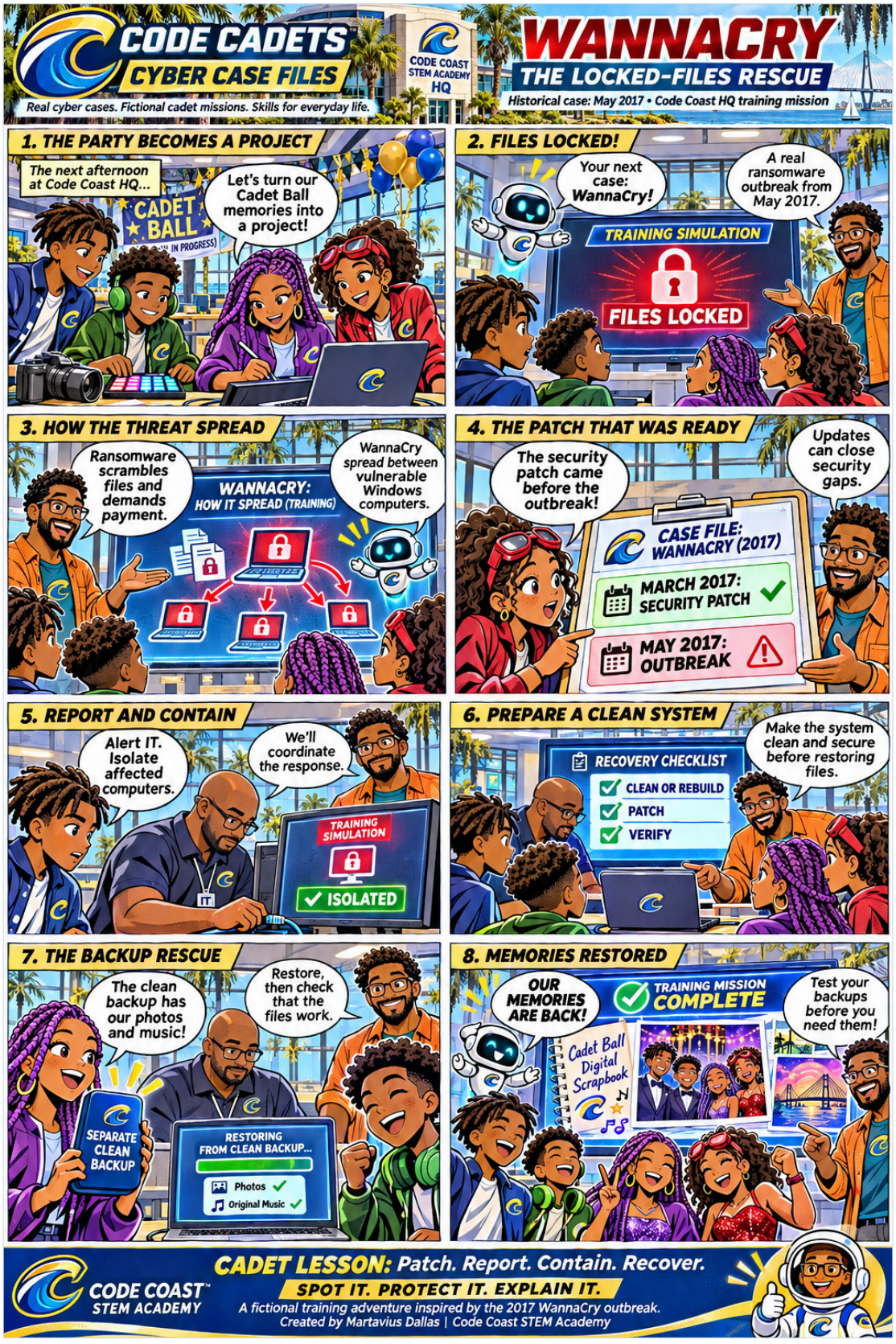


Learning: Privacy, message verification and account recovery. Historical case: R1.

Feedback: Does the party setting make account security engaging without overstating the history?

C02 | WannaCry: The Locked-Files Rescue

The next afternoon, Cadet Ball memories become a digital scrapbook project. A supervised WannaCry simulation locks the files, giving the cadets a reason to learn patching, reporting, containment and recovery from clean backups.



Learning: Ransomware awareness, updates and tested recovery. Historical case: R2.

Feedback: Can readers explain why a clean, tested backup matters?

PROPOSED CONCEPTS - WORKING TITLES

Two stories to develop next

These concepts extend earlier requests for a CrowdStrike/BSOD story and an introduction to IT and cybersecurity specializations. The summaries below are proposed for this review; illustrations and full scripts remain to be developed.

C03 | The Day the Screens Turned Blue

Proposed story: A training day at HQ is interrupted by blue-screen failures. At first the cadets suspect an attack. Mr. Cyborg opens the July 19, 2024 CrowdStrike case, in which a faulty Windows sensor content update caused crashes. The mission follows a supervised response: compare what changed, use an approved recovery plan, and record what would make future releases safer.

Learning: Availability, testing, staged rollout, incident communication and recovery. Teach that a service failure can have a software cause. Historical case: R3.

Review question: How can the opening feel dramatic while making the cause understandable?

C04 | After Boot Camp: Choose Your Tech Path

Proposed story: Graduation opens a set of team stations: IT support, networking, systems and cloud, software and DevOps, cybersecurity, data and AI, and design. Each station solves part of one shared Code Coast challenge. The cadets discover that protecting a community depends on different strengths working together.

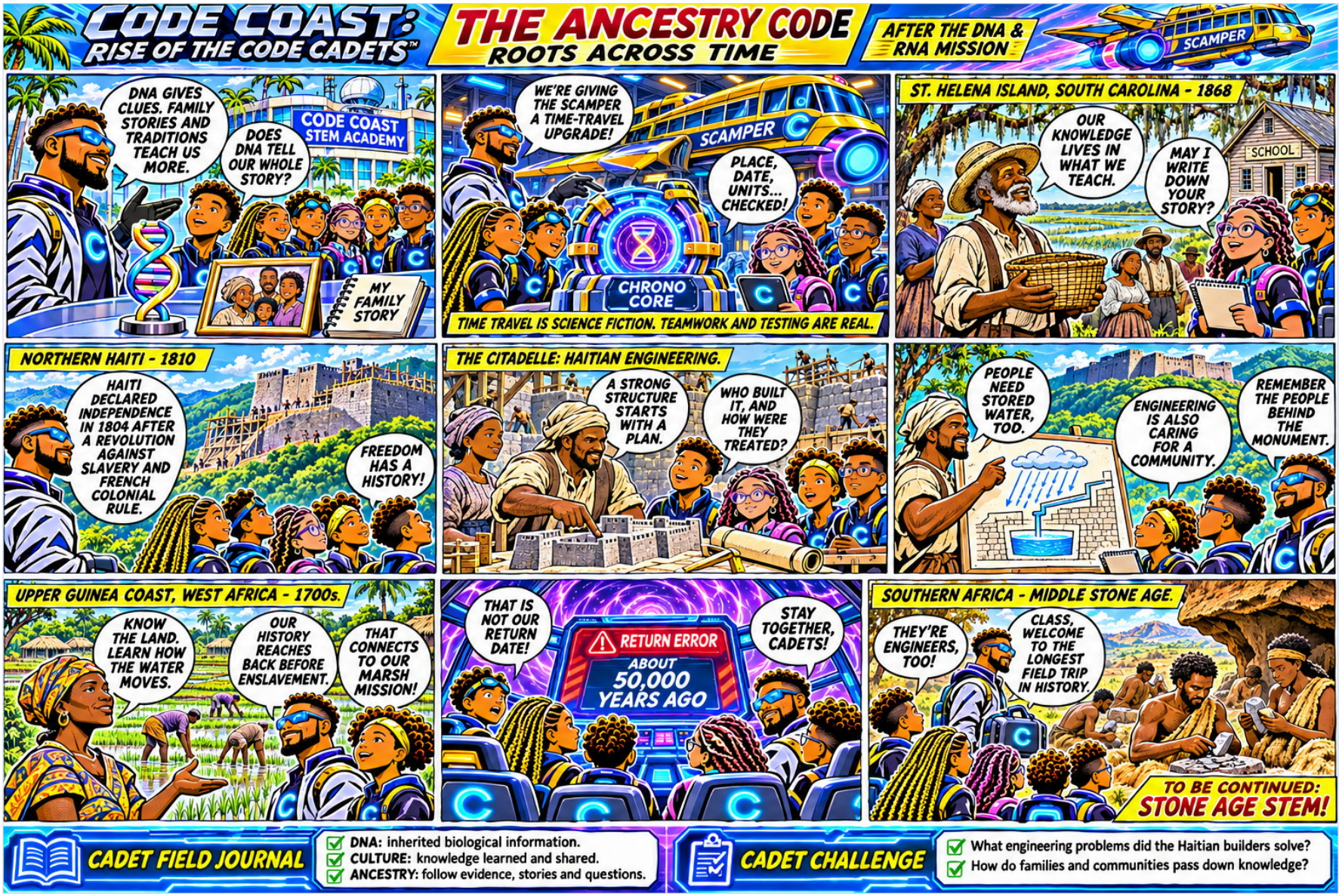
Learning: What these career areas do, how they overlap, and how a learner can try a role before choosing a direction.

Review question: Which roles need a better introduction, and which cadet should explore each station?

Review decision: prioritize one of these concepts, suggest a different title, or explain what the current episode lineup should finish first.

T01 | The Ancestry Code: Roots Across Time

After the DNA mission, the cadets upgrade the Scamper for a journey through Gullah Geechee, Haitian and West African histories. A navigation error sends the return trip far beyond its intended destination.

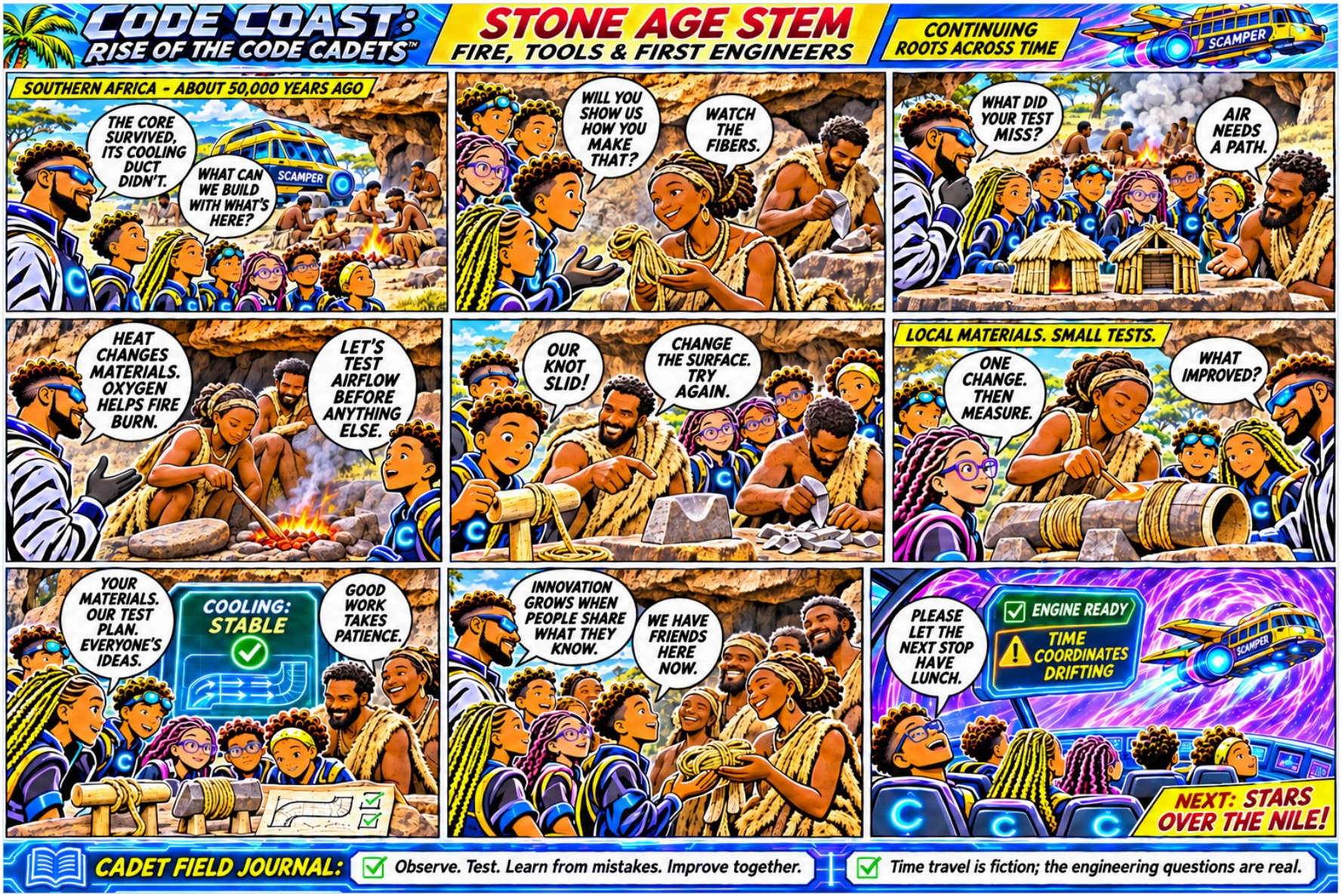


Learning: Genetic versus cultural inheritance, historical evidence and community expertise.

Feedback: Do the linked histories feel respectful and clear without claiming a proven bloodline?

T02 | Stone Age STEM

Stranded in southern Africa about 50,000 years ago, the cadets learn from skilled local people. Small tests and an exchange of knowledge help repair the Scamper's outer cooling duct, though its navigation still drifts.

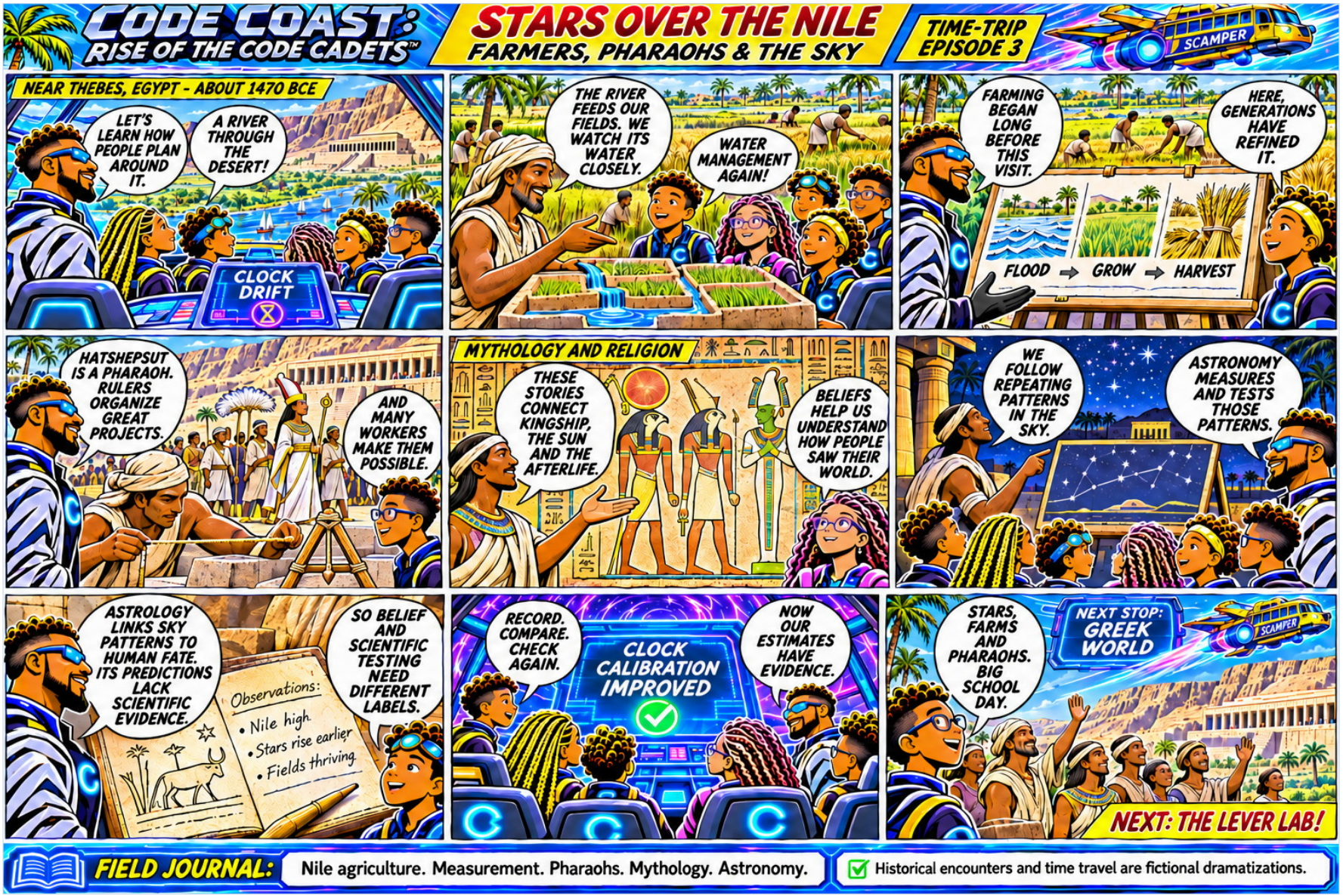


Learning: Materials, heat, observation and iteration; the surviving core is fictional.

Feedback: Are the local people shown as knowledgeable partners in the solution?

T03 | Stars Over the Nile

The drifting Scamper reaches Egypt near Thebes, around 1470 BCE. Farmers, builders and sky-watchers help the class connect Nile agriculture, measurement and timekeeping as they work on the clock's calibration.

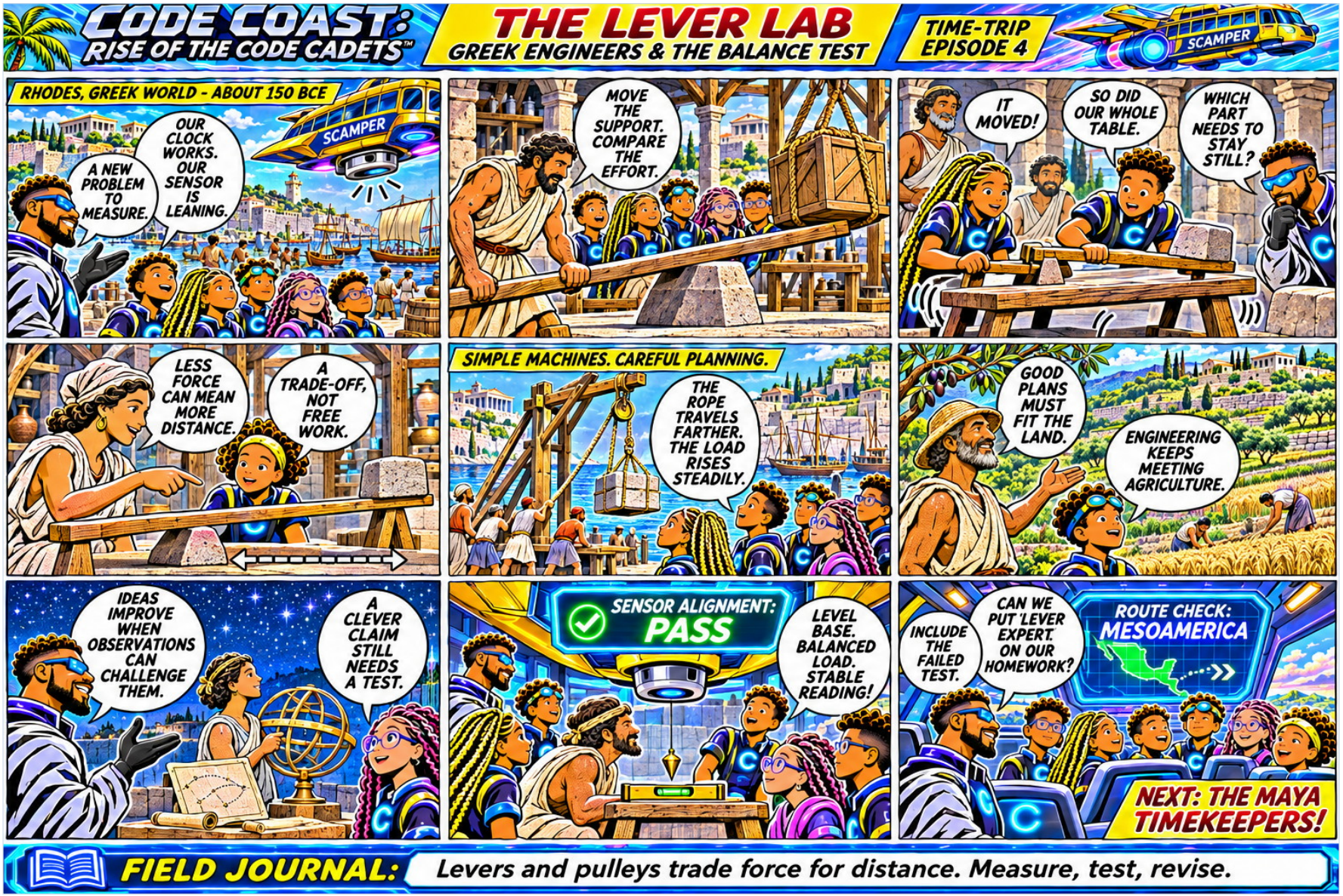


Learning: Observation, calendars and engineering; mythology is historical belief.

Feedback: Can readers distinguish a recorded sky observation from a belief about its meaning?

T04 | The Lever Lab

At a harbor workshop on Rhodes around 150 BCE, the cadets learn from practical builders. Levers, pulleys and careful measurement help rebalance the Scamper's damaged sensor mount.



Learning: Simple machines trade force for distance; compare tests fairly.

Feedback: Does the repair show why the machine helps rather than supplying free energy?

T05 | The Maya Timekeepers

In a Classic Maya community around 700 CE, the class learns from farmers, builders and calendar keepers. Careful counting and independent checks finally validate the route back to Code Coast HQ.



Learning: Maya agriculture, mathematics, calendars, astronomy and verification.

Feedback: Is the Maya setting distinct, and does the return home feel earned?

T06 | The Great Wall

On a later, separate field trip to the Ming frontier around 1571 CE, the cadets explore wall engineering and hear Chinese and Mongol perspectives on work, conflict, communication, trade and diplomacy.



Learning: Materials, communications and multiple perspectives; label the earlier-history inset.

Feedback: Whose voices are present, and which other evidence would improve the story?

STANDALONE STORY AND FIVE-PAGE COLD OPEN

Technical Square: OFFLINE

Kai tests Mr. Cyborg's new NanoCom on an authorized survey-drive pickup. Hostile sky drones cut the network link. With the cloud unavailable and the rig overheating, Kai must use local tools, observation and a friendly Hexbot to bring the encrypted drive home.

Mr. Cyborg invents the field system

NanoCom: a wearable field computer.
Nanos: reusable software companions, cleaned and compiled at HQ from fictional Fusion Matter.
Hexbot: the academy's utility robot, with an authorized local maintenance port.
Computress: the mission's remote support connection.

Five pages, one escalating problem

1. **A routine pickup:** Recon finds the drive, then hostile drones interrupt the network.
2. **One slot, one shield:** Kai swaps to Defense as the battery and temperature become visible limits.
3. **The patch:** A verified local connection lets the Hexbot protect people and create cover.
4. **Break the loop:** Kai spots the drones' repeating route, retrieves the drive and escapes.
5. **A useful bug report:** The encryption stays intact; logs and a heat-sink lesson come home too.

Questions for readers

Can you follow the action from the panel descriptions? Do the temperature, battery and one-active-Nano limit create useful tension? Does Kai solve the problem through observation and authorized local control?

Fiction boundary: The prototype can store up to three Nanos but permits one active at a time for heat control. Shields and reflex assistance are fictional hardware effects. Script code is story pseudocode. This new field system does not redesign the established cast.

PAGE 1 / 5 - A routine pickup

Standalone Technical Square episode, separate from the historical time-travel arc. Kai is a rookie on this assignment, not a reset of the established cast. Mr. Cyborg invents the NanoCom and this new Nano/Hexbot field system. Use the supplied names Computress, Hexbots, Nanos and Fusion Matter.

Nanos are clean reusable programs compiled at HQ from captured Fusion Matter after malware sandboxing. The NanoCom can run at most three Nanos; this prototype's heat-control policy temporarily permits only one active Nano. Shielding and reflex assistance are fictional hardware effects powered by the rig. HUD code below is readable story pseudocode.

PANEL 1

Wide establishing panel. TECHNICAL SQUARE AT DUSK. Our campus is sunlit glass, open workshops and modular walkways; the rival tower across the plaza is a windowless black slab. At the campus threshold, youthful, dark-bearded MR. CYBORG fastens his new NanoCom onto KAI. Across the plaza, one peaceful HEXBOT braces a handrail while its welding arm repairs a joint behind a work screen.

CAPTION: TECHNICAL SQUARE. 7:12 P.M.

MR. CYBORG: First field test. Bring back the survey drive.

KAI: And your invention?

MR. CYBORG: Preferably still attached to your arm.

SFX: TZZZT (the Hexbot's welding torch)

`[HUD: NANOCOM / INVENTOR: MR. CYBORG | CORE: 48 C | BATTERY: 94%]`

PANEL 2

Close on the NanoCom. Three pocket-sized holographic chibi Nanos rise from its library tiles: RECON, DEFENSE and SPEED. Their clean-core seals match a background HQ display: FUSION MATTER > SANDBOX > CLEAN CORE. Keep this visual, not a speech. Kai selects Recon.

RECON NANO: One drive. Nice and quiet.

`[HUD: ACTIVE NANOS: 1 / 3 MAX | PROTOTYPE THERMAL CAP: 1 ACTIVE]`

HUD PSEUDOCODE (letter as two short lines):

```
run(RECON);
mark_tripwires();
```

PANEL 3

Recon paints cyan threads over municipal sensor paths and yellow route labels A, B and C at three lamps. The encrypted survey drive lies under a fallen inspection cover beside lamp B. A Hexbot gently catches the cover before it lands on Kai's foot.

COMPUTRESS (COMMS): Survey drive located. Retrieval authorized.

KAI: Thanks, big guy.

SFX: KLINK

`[HUD: CITY SURVEY DRIVE / ENCRYPTED | RETRIEVAL: AUTHORIZED]`

PANEL 4

Kai reaches beneath the cover. A thin red targeting line slides across the glove. Above, three SKY DRONES peel away from the rival tower. They take the A-B-C route Recon has just outlined. One unfolds a contact wiping probe.

COMPUTRESS (COMMS): Kai. Those aren't municipal-

SFX: VMMMM

`[HUD: PING: 420 ms | UNRECOGNIZED SKY DRONES]`

PANEL 5

Tall closing panel. A jammer blooms from the lead drone. Computress's face breaks into static on Kai's HUD. The Hexbot freezes with its screen raised, work light still on. The wiping probe snaps toward the drive; Kai's hand is inches away.

COMPUTRESS (COMMS): -zzkt-

KAI: Computress?

SFX: KRRRSH

`[HUD: CLOUD LINK: LOST | HEXBOT: STATE_BUILD / WAITING]`

PAGE 2 / 5 - One slot, one shield

PANEL 1

The probe strikes the inspection cover as Kai pulls back empty-handed. Sparks spray across the plaza. Kai rolls behind the Hexbot. It will not move without a local instruction; its collision brakes are engaged.

KAI: Okay. Not quiet.

SFX: CHAK-KANG

`[HUD: DRIVE WIPE: CONTACT REQUIRED | CORE: 64 C | BATTERY: 88%]`

PANEL 2

HOT SWAP ONE. Kai slaps the Defense tile. Recon collapses into a library icon; the Defense chibi snaps into the active slot. Cyan light routes from the wrist projector into a geometric barrier between Kai and the drone. Show physical projector vents and battery drain.

DEFENSE NANO: Hold this side.

KAI: Working on it!

SFX: VWOOM

`[HUD: RECON: STOPPED | DEFENSE: ACTIVE | SHIELD DRAW: HIGH]`

HUD PSEUDOCODE (letter as two short lines):

```
swap(RECON, DEFENSE);
shield(front);
```

PANEL 3

A drone slams the shield. Its triangular cells fracture and rebuild, each rebuild visibly draining the battery meter. The second drone skirts around for the survey drive. The third takes the same turn at lamp A.

KAI: Three of you. Of course.

SFX: KRAK-KRAK

`[HUD: BATTERY: 72% | CORE: 78 C]`

PANEL 4

Kai scrambles along the Hexbot's side, keeping the shield angled toward the drones. Under a service flap: a LOCAL MAINTENANCE socket. The inactive Hexbot's open hand shelters a small flower planter from falling sparks.

KAI: You're still trying to help.

`[HUD: COMPUTRESS: UNREACHABLE | LOCAL PORT: AVAILABLE]`

PANEL 5

Close on a short physical tether extending from the NanoCom. Kai's hand shakes from holding the shield. At the edge of the frame, the drive is caught in the wiping probe's targeting box. A tiny recording from the rig's tutorial remains cached.

MR. CYBORG (CACHED AUDIO): What still works when the network doesn't?

KAI: The things I can reach.

SFX: TIK

`[HUD: CACHED TUTORIAL / OFFLINE | SHIELD RESERVE: 11 SECONDS]`

PAGE 3 / 5 - The patch

PANEL 1

Kai plugs directly into the Hexbot. A green ownership seal appears. Show this as access to the academy's own utility robot, with a valid local maintenance credential. Beyond the shield, a drone folds its wiping probe around the inspection cover.

KAI: Come on. You know this key.

SFX: CHIK

`[HUD: LOCAL CREDENTIAL: VALID | CITY SAFETY LOCKS: ON]`

PANEL 2

Kai types two short lines into a narrow cyan terminal. Defense remains active while the patch consumes working memory. The NanoCom vents brighten orange. Upload progress crawls as its processor slows.

KAI: Protect. Don't chase.

`[HUD: PATCH: 38% | RAM: 96% | THERMAL THROTTLING / CORE: 86 C]`

HUD PSEUDOCODE (letter as two short lines):

```
set_state(STATE_DEFEND);
protect_people(); keep_safety_locks();
```

PANEL 3

A sharp drone impact jolts Kai and stretches the tether. Kai grabs the plug rather than letting it rip free. Behind the drone, the other two pass lamp A again in exactly the same order. Recon's cached route is still faintly visible.

KAI: Same lamp. Same turn...

SFX: THOOM

`[HUD: PATCH: 81% | PATROL TRACE: A > B > C]`

PANEL 4

Kai watches the lead drone abandon a blocked approach and return to lamp A. A repeated-arrow graphic belongs to the drone's own diagnostic inset, not an instruction to a real device. Kai's expression changes: a plan.

KAI: You don't find a new route. You start over.

`[HUD: DRONE: WAYPOINT BLOCKED | DRONE: RESET TO A]`

PANEL 5

The patch verifies. The Hexbot's light changes from work yellow to protective cyan. It pivots its broad work screen between Kai and the drones, lifts an arm to shield the planter, and opens a clear escape corridor. Kai safely disconnects the tether.

HEXBOT: LOCAL DEFENSE READY.

KAI: Great. I need a very specific construction job.

SFX: KA-CHUNK

`[HUD: PATCH VERIFIED | STATE_BUILD > STATE_DEFEND]`

PAGE 4 / 5 - Break the loop

PANEL 1

HOT SWAP TWO. Kai dismisses Defense now that the Hexbot's screen provides cover. Speed springs into the one thermally permitted active slot. The uniform's small reflex-assist bands light up; depict a short assisted dash, not teleportation.

SPEED NANO: Three seconds. Then I'm out.

KAI: That's the plan.

SFX: ZZIP

`[HUD: DEFENSE: STOPPED | SPEED: ACTIVE | CORE: 91 C | BATTERY: 24%]`

HUD PSEUDOCODE (letter as two short lines):

```
swap(DEFENSE, SPEED);
limit_boost(3 seconds);
```

PANEL 2

A wide, kinetic panel with three clear movement beats. Kai dashes beneath the Hexbot's raised screen, scoops the encrypted drive from under the cover and slides behind a planter. A probe misses the glove by a finger's width. The battery falls hard.

KAI: Got it!

SFX: SKRRRT

`[HUD: BOOST: 2... 1... END | BATTERY: 9%]`

PANEL 3

Kai uses the still-open local robot session. The Hexbot slides a portable, solid work screen into the drones' shared waypoint B and braces it. A safety lamp marks a pedestrian route around the site. Nobody is inside the drones' looping corridor.

KAI: Screen at B. Leave our side open.

`[HUD: LOCAL SESSION / CLOUD NOT REQUIRED]`

HUD PSEUDOCODE (letter as two short lines):

```
place_screen(WAYPOINT_B);
keep_escape_route_clear();
```

PANEL 4

The drones approach B, see the physical obstruction, and all reset to A in their staggered lanes. Then they repeat. Show the same three lamps and screen from earlier so the reader understands the trap. No remote takeover or invented instant decryption.

SPEED NANO: They're doing it again.

KAI: No retry limit.

SFX: VRRM... VRRM...

`[HUD: A > B: BLOCKED > A | A > B: BLOCKED > A]`

PANEL 5

Kai and the Hexbot retreat through the open corridor while the drones remain trapped by their own rigid route handling. The NanoCom throws an orange heat warning that obscures part of Kai's view. Kai nearly trips, then looks up instead of at the HUD.

KAI: Eyes up. Feet first.

SFX: BEEP-BEEP-BEEP

`[HUD: CORE: 96 C | THERMAL SHUTDOWN IMMINENT]`

PAGE 5 / 5 - A useful bug report

PANEL 1

Inside the campus threshold, Kai tries the drive in the NanoCom reader. A closed lock remains. The retrieval succeeded; the encryption is intact. The rig's UI barely responds.

KAI: We can read it at HQ.

`[HUD: DRIVE SECURED / ENCRYPTION INTACT | DECRYPTION KEY: HQ VAULT ONLY]`

PANEL 2

Kai stops the remaining Nano and saves the field log before the insulated rig shuts down. Speed folds into a tiny sleeping library tile. The HUD fades, leaving Kai's face lit only by sunset.

KAI: Everybody off. Including me, for a minute.

SFX: pip...

`[HUD: BATTERY: 3% | SAFE THERMAL SHUTDOWN]`

HUD PSEUDOCODE (letter as two short lines):

```
stop_all_nanos();
save_log_and_sleep();
```

PANEL 3

The Hexbot remains active on its verified local safety policy after the wrist rig disconnects. It gently places the retrieved inspection cover over the flower planter as shelter from debris, then points Kai toward Mr. Cyborg. Behind them, the drones still loop at the screen.

HEXBOT: CIVILIANS CLEAR.

KAI: You can put that on the report.

PANEL 4

Mr. Cyborg kneels beside Kai at the workshop bench and accepts the drive. He turns the inactive NanoCom so its overheated vents face a cooling dock. His expression is proud, interested and concerned, never a scolding lecture.

MR. CYBORG: You spotted a loop and made it work for you.

KAI: Your rig needs a bigger heat sink.

MR. CYBORG: Now that's a useful bug report.

PANEL 5

Final hook. Across the plaza, inside the black-box tower, a second drone watches footage of Kai's offline patch. Its route display erases A-B-C and draws branching alternatives. A citywide schematic lights up. The invasion is adapting.

CAPTION: END COLD OPEN.

TITLE STING: RISE OF THE CODE CADETS: OFFLINE

`[HUD: LOCAL CONTROL DETECTED | INVASION PHASE TWO: ADAPTIVE]`

FUTURE FIELD-TRIP CONCEPTS | PART 1 OF 2

The Great American STEM Expedition

The full plan has 16 field trips. The first, The Marshland Mystery, has an illustrated proof on page 12. The 15 additional entries below are concept outlines; their full comic pages are still to be created.

ID	Working episode title	Location	Learning focus
F02	Secrets of the Blackwater Swamp	Okefenokee, Georgia	Freshwater swamp, peat, decomposition, water, fire ecology and adaptations.
F03	The River of Grass	Everglades, Florida	Wetlands, watersheds, mangroves, water flow and ecosystem interactions.
F04	Mountain Time Machine	Appalachian Mountains	Rock deformation, uplift, erosion, forests and habitats across elevation.
F05	The Underground Kingdom	Mammoth Cave, Kentucky	Limestone, karst, groundwater, caves, stalactites and stalagmites.
F06	The River That Builds Land	Mississippi Delta, Louisiana	Runoff, erosion, sediment, deposition and delta creation.
F07	The Great Prairie Challenge	Kansas	Grasslands, bison, soil horizons, grazing and plant-fire interactions.
F08	Fossils from a Lost World	Badlands, South Dakota	Fossils, sedimentary layers, relative age and evidence of change.
F09	Above the Tree Line	Colorado Rockies	Uplift, alpine ecosystems, watersheds, snowpack and climate.

Review prompt: Which location offers the best story, the strongest visual setting, or the clearest connection to children in our community? Nominate a field trip in your written feedback.

FUTURE FIELD-TRIP CONCEPTS | PART 2 OF 2

The Great American STEM Expedition

The full plan has 16 field trips. The first, The Marshland Mystery, has an illustrated proof on page 12. The 15 additional entries below are concept outlines; their full comic pages are still to be created.

ID	Working episode title	Location	Learning focus
F10	The Earth Is Alive!	Yellowstone, Wyoming	Hot spots, geothermal features, water circulation and extremophile microbes.
F11	Layers of Time	Grand Canyon, Arizona	Sedimentary strata, uplift, weathering and river erosion.
F12	The Desert Survival Code	Sonoran Desert, Arizona	Aridity, cactus adaptations, water conservation, niches and food webs.
F13	The Valley Carved by Ice	Yosemite, California	Glaciation, granite, the rock cycle and U-shaped valleys.
F14	The Living Rainforest	Olympic Peninsula, Washington	Temperate rainforest, rainfall, nutrient cycling and biodiversity.
F15	The Frozen Frontier	Denali, Alaska	Glaciers, tundra, frozen ground and cold-climate adaptations.
F16	Birth of an Island	Hawai'i Volcanoes	Hot-spot volcanism, basalt, lava, island building and primary succession.

Review prompt: Which location offers the best story, the strongest visual setting, or the clearest connection to children in our community? Nominate a field trip in your written feedback.

READER FEEDBACK FORM | **PART 1 OF 2**

Your overall feedback

Complete digitally in a compatible PDF reader, or print and write. Name and team are optional. Rate only the material you reviewed.

Name (optional)

Team / role (optional)

Overall ratings

1 = needs substantial work 3 = promising 5 = very strong

	1	2	3	4	5
Story and entertainment	○	○	○	○	○
Characters and relationships	○	○	○	○	○
Clarity of teaching	○	○	○	○	○
Artwork and readability	○	○	○	○	○
Interest in the next episode	○	○	○	○	○

Which age range fits best?

○ Under 8 ○ 8-10 ○ 11-13 ○ 14+ ○ Mixed ages

What hooked you most? A scene, idea, character or visual detail.

What confused you, slowed the story or needs a better explanation?

If you reviewed only selected pages, list their episode IDs or page numbers here.

READER FEEDBACK FORM | **PART 2 OF 2**

Help choose what comes next

Choose up to three episodes you would most like to see developed, polished or released first. You may also nominate a future field trip in the comments.

- ☐ M01 Cyberbullying: The Digital Bullies
- ☐ M02 The Mr. Cyborg Reveal: The Secret Upgrade
- ☐ M03 Wi-Fi Jammer in the Wait Zone
- ☐ M04 Neighborhood Help Desk Scam
- ☐ M05 Blackout Charging Mission
- ☐ M06 Journey to the Center of a Cell
- ☐ M07 The Great Chemistry Mix-Up
- ☐ M08 The Scamper's First Flight
- ☐ M09 The Marshland Mystery
- ☐ M10 Attack of the Clone: DNA & RNA
- ☐ M11 Trapped in the Calculator
- ☐ M12 The Rhythm Circuit
- ☐ C01 Cadet Ball: Game Night Goes Dark
- ☐ C02 WannaCry: The Locked-Files Rescue
- ☐ C03 The Day the Screens Turned Blue
- ☐ C04 After Boot Camp: Choose Your Tech Path
- ☐ T01 The Ancestry Code: Roots Across Time
- ☐ T02 Stone Age STEM
- ☐ T03 Stars Over the Nile
- ☐ T04 The Lever Lab
- ☐ T05 The Maya Timekeepers
- ☐ T06 The Great Wall
- ☐ TS01 Technical Square: OFFLINE

Favorite character, team dynamic or new story idea

Corrections or concerns: include episode ID / page and the specific detail.

One change that would most improve the series

Would you want to see more? ○ Yes ○ Maybe ○ No

STORY DEVELOPMENT AND SOURCE CONTEXT

Continuity & review notes

Keep the established universe

Use Ace, Nova, Kai, Zuri, Jax, Byte and their established designs. Keep Mr. Cyborg young, with short dark hair and a dark beard. Preserve HQ rooftop signage, antennas and dishes. The Scamper reveal comes immediately before its flight lesson. Neighborhood stories remain in the main series.

Review the teaching as carefully as the story

Check every equation and speech bubble before publication. Multiplication/division share a priority and go left to right, as do addition/subtraction. Hashing checks integrity; it is not reversible decryption. Biological and computer viruses differ. Cloning does not determine morality. Ancient cultures are active sources of expertise, and time travel is fiction.

Keep action appropriate to the story

Cyber case pages use fictional training scenarios. Adults and authorized professionals handle real incident response, radio interference, private systems and electrical work. In OFFLINE, Kai has a valid credential for the academy's own robot; the retrieved drive remains encrypted.

Original project materials used

Code Coast Story Bible and Comic Proofs (November 16); The Rhythm Circuit, Cadet Ball and WannaCry proof art; Roots Across Time script; the current Across Time Illustrated Collection; and the Technical Square OFFLINE cold open (November 18). The two concepts on page 18 are new review synopses for previously requested episode topics.

Real cyber-case references

R1 - PlayStation, April 26, 2011
Update on PlayStation Network and Qriocity

R2 - Microsoft, May 12, 2017
WannaCrypt ransomware worm targets out-of-date systems

R3 - CrowdStrike, August 2024
Channel File 291 incident root cause analysis

The historical background and teaching distinctions in Across Time follow the current saved history collection. Its hosts and dialogue are fictional composites; its source notes include NPS, Smithsonian, UNESCO, museum and scholarly references. This packet is for reader feedback on developing stories, artwork and lessons.