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2100 L Street, N.W. • Suite 300 • Washington, D.C. 20037 • (202) 223-2942

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**CONTACT: JOHN SHEEHAN
(202) 223-2942**

SERIOUS TV VIOLENCE DOWN IN PRIME TIME

SYNDICATED SERIES MORE VIOLENT THAN THE NETWORK SERIES

Washington, D.C. -- Serious TV violence is down this season, according to a new study by the Center for Media and Public Affairs (CMPA). The study also found that syndicated series are far more violent than network shows.

For the past two seasons (1992-93 and 1993-94), CMPA researchers studied the amount of violence on the premiere episode of all prime time fictional series on ABC, NBC, CBS, FOX, and the most widely seen first-run syndicated broadcast series. The latter appear mostly on independent stations, and are seen in at least 60 percent of the country.

The 1992 sample consisted of 74 network and nine syndicated shows; the 1993 sample included 73 network and eight syndicated episodes. CMPA tabulated all scenes involving the use of physical force, but our focus was on "serious" violence involving physical assaults that went beyond a single punch, slap, or push.

On the network prime time series, the number of scenes involving serious violence dropped 28 percent (from 119 to 93). The amount of gunplay dropped even more sharply, by 58 percent (from 57 to 24 scenes). However, the total amount of violence actually rose slightly, from 338 to 361 scenes. There was also a drop off of 50 percent in serious violence shown in "promos" for future series and movies.

The eight syndicated series contained 33 percent more serious violence than all 74 network series in 1993 (124 scenes vs. 93). Six of the ten most violent shows were syndicated. When measured for serious violence alone, seven of the top ten were syndicated. Results for the 1992 season were similar to these.

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COMBINED TOTALS

TEN MOST VIOLENT SERIES

		VIOLENT SCENES	
		<u>SERIOUS*</u>	<u>TOTAL</u>
1993			
SYN	1) "Highlander"	31	52
SYN	2) "Acapulco H.E.A.T."	25	31
SYN	3) "Renegade"	24	42
FOX	4) "Adventures of Brisco County, Jr."	21	64
SYN	5) "Star Trek: Next Generation"	17	29
SYN	6) "Untouchables"	13	25
NBC	7) "Seaquest DSV"	10	12
SYN	8) "Star Trek: Deep Space Nine"	9	11
CBS	9) "Walker, Texas Ranger"	8	43
CBS	10) "South of Sunset"	7	17

Note: Other series among the top ten in total violence include: "Cobra" (SYN), 5 serious, 20 total scenes; "Moon Over Miami" (ABC), 2 serious, 17 total scenes.

		<u>SERIOUS*</u>	<u>TOTAL</u>
1992			
SYN	1) "Kung Fu: The Legend Continues"	33	49
SYN	2) "Renegade"	31	52
SYN	3) "Untouchables"	28	33
SYN	4) "Time Trax"	17	24
ABC	5) "Hat Squad"	14	41
SYN	6) "Star Trek: Deep Space Nine"	13	17
SYN	7) "Street Justice"	10	24
ABC	7) "Young Indiana Jones"	10	16
FOX	9) "In Living Color"	9	9
NBC	10) "Quantum Leap"	8	29
NBC	10) "Reasonable Doubts"	8	18

Note: Other series among the top ten in total violence include: "LA Law" (NBC), 7 serious, 26 total scenes; "Commish" (ABC), 5 serious, 18 total scenes.

*SERIOUS VS. MINOR VIOLENCE . We distinguished between acts that were likely to cause serious harm to the victim and those that were likely to cause only minor harm. Serious violence includes armed and unarmed assaults, gunplay, sexual assaults and suicides. Minor or lesser acts of violence include pushes, slaps, single punches, property destruction and making a threat with a weapon.

This division reflects the role of violence in storytelling, since it avoids equating a pushing match between two children with a barroom brawl or a shoot-out.

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M E M O R A N D U M

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To: Dick Morris and Tom Freedman

From: Mary L. Smith

Date: August 13, 1996

Re: Violence on Children's TV Programs

I. INTRODUCTION

This memorandum will discuss violence in children's television programs in two respects. Initially, this memorandum will provide a summary of the research and legislation that has addressed violence on television. In addition, this memorandum will describe some of my observations regarding the current programming schedule for children's television shows, both during the week and on Saturday mornings.

II. SUMMARY OF RESEARCH REGARDING VIOLENCE IN TELEVISION

For more than forty years, Congress has expressed concern about violence on television. However, a CRS Report for Congress notes that "[h]istorically, after interest in the issue has been brought to the forefront, the television broadcast industry has typically responded by reducing the amount of television violence, usually for a short period of time" and that "[t]his practice is continuing."¹

The National Commission on the Causes and Prevention of Violence

Many studies, conducted throughout the 1960's through the present, have concluded that television violence could contribute to aggression in children and in adults.² For instance, in

¹ Edith Fairman Cooper, "Television Violence: A Survey of Selected Social Science Research Linking Violent Program Viewing With Aggression in Children and Society," CRS Report for Congress at 1 (May 17, 1995) ("The May 1995 CRS Report").

² Id. See also The UCLA Television Violence Monitoring Report ("The UCLA Report") (September 1995).

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June 1968, President Lyndon B. Johnson created the National Commission on the Causes and Prevention of Violence. The Commission's Mass Media Task Force contacted Dr. George Gerbner of the Annenberg School For Communications at the University of Pennsylvania to perform a content analysis of violence depicted in television programs. Professor Gerbner and his staff analyzed both the quantity and quality of violence. They analyzed 64 hours of dramatic programming that had occurred in 1967 and 58 ½ hours in 1968.³

Professor Gerbner's research indicated that individuals exposed to violent programming could learn to perform aggressive acts under three possible conditions: (1) "when a situation is encountered similar to the portrayal situation in which aggressive acts were learned"; (2) "when there is an expectation of being rewarded for performing the learned aggression or escaping detection"; and (3) "when no disapproval of the portrayed behavior is shown by another person who is exposed to the same portrayals."⁴ The analysts felt that more research was required in order to determine whether children who viewed violent programs would actually show more aggression in their day-to-day lives.

Dr. Gerbner's research has continued for nearly 30 years through the "Cultural Indicators" project which "consists of periodic study of television programming and of the conceptions of social reality that viewing cultivates in child and adult audiences."⁵

In the late 1960's, the task force concluded that television violence was "one major contributory factor which must be considered in attempts to explain the many forms of violent behavior that mark American society today."⁶

Government Landmark Studies

While the general perception was that the report of the President's Commission on the Causes and Prevention of Violence was a good start in establishing a link between media violence and violence in the real world, many believed a more detailed analysis should be performed. In 1969, Senator John O. Pastore (D.-R.I.), Chairman of the Senate Subcommittee on Communications of the Committee on Commerce, requested that the Surgeon General conduct a

³ See The May 1995 CRS Report at 3 (citing Robert K. Baker and Sandra J. Ball, The Television World of Violence, A Report to the National Commission on the Causes and Prevention of Violence, Washington, U.S. Govt. Print Off., 1969, p. 318).

⁴ Id. at 337.

⁵ See The May 1995 CRS Report.

⁶ See UCLA Report at 5.

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scientific study on the effect of television violence on children and adolescents.

The resulting “Surgeon General’s Report” laid a foundation for the conclusion that a causal link exists between the viewing of television violence and real-life aggression.⁷ The Surgeon General’s Report consisted of six volumes, five of which were social science research called *Television and Social Behavior*. These volumes included technical reports that comprised 23 independent projects and several commissioned papers assessing television’s effects on children and youth.⁸

One study in the Surgeon General’s Report examined the short-term effects on children. This study by Robert M. Liebert and Robert A. Baron, entitled *Short-Term Effects of Televised Aggression on Children’s Aggressive Behavior*, concluded that viewing a violent scene increased the willingness of some children to be aggressors in a laboratory situation.⁹

Another study contained in the Surgeon General’s Report conducted by Monroe Lefkowitz *et al.* entitled *Television Violence and Child Aggression: A Follow-up Study* found that the television viewing habits that an 8-year-old had established would influence his aggressive behavior well into his adolescent years. The ten-year longitudinal study found a direct effect between the violence an 8-year-old boy watched and the boy’s aggressive behavior at ages 8 and 18. In fact, the link between viewing violence at age 8 and aggression at age 18 was even stronger than the link between viewing and committing violence at age 8.

While these are but two of the studies contained in the Surgeon General’s report, as a whole, the advisory committee concluded: “Thus the two sets of findings (laboratory and survey) converge in three respects: a preliminary and tentative indication of a causal relation between viewing violence on television and aggressive behavior; an indication that any such causal operation operates only on some children (who are predisposed to be aggressive); and an indication that it operates only in some environmental contexts. Such tentative and limited conclusions are not very satisfying [yet] they represent substantially more knowledge than we had two years ago.”¹⁰

⁷ See The May 1995 CRS Report at 4 and The UCLA Report at 5.

⁸ See The May 1995 CRS Report at 4 (citing The Surgeon General’s Scientific Advisory Committee on Television and Social Behavior, *Television and Growing Up: The Impact of Televised Violence, Report to the Surgeon General* (1972)).

⁹ See The UCLA Report at 6 and The May 1995 CRS Report at 5-6.

¹⁰ See The UCLA Report at 6.

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The Surgeon General himself, Jessie Steinfeld, in commenting on the Surgeon General's Report before the Senate, stated:

While the Committee report is carefully phrased and qualified in language acceptable to social scientists, it is clear to me that the causal relation between televised violence and antisocial behavior is sufficient to warrant appropriate and immediate remedial action. The data on social phenomena such as television and social violence will never be clear enough for all social scientists to agree on the formulation of a succinct statement of causality. But there comes a time when the data are sufficient to justify action. The time has come.¹¹

The National Institute of Mental Health Television and Behavior Report

In 1982, ten years after the Surgeon General's report, the National Institute of Mental Health ("NIMH") published a review of the extensive, existing literature on the subject entitled *Television and Behavior: Ten Years of Scientific Progress and Implications*.

The 1982 report provided a more precise statement about the cause and effect of televised violence and aggressive behavior:

After 10 more years of research, the consensus among most of the research community is that violence on television does lead to aggressive behavior by children and teenagers who watch the programs. This conclusion is based on laboratory experiments and on field studies. Not all children become aggressive, of course, but the correlations between violence and aggression are positive. In magnitude, television violence is as strongly correlated with aggressive behavior as any other behavioral variable that has been measured. The research question has moved from asking whether or not there is an effect to seeking explanations for the effect.¹²

Cultural Indicators Study

Dr. George Gerbner has been conducting the Cultural Indicators research effort for nearly 30 years. This ongoing research has analyzed program content and assessed the impact of television violence on both children and adults.

In analyzing the content of television programs since 1967-68, Dr. Gerbner and his

¹¹ See The UCLA Report at 7.

¹² The May 1995 CRS Report at 9-10.

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associates found that the level of violence in prime-time has remained relatively constant at about five acts per hour. In contrast, they found that in Saturday morning cartoons, violence grew much higher to about 20 to 25 acts per hour. Violence in children's television has increased dramatically, peaking at 30 to 32 acts per hour in 1981 and 1982. Other researchers have determined that the average preschooler and school-aged child watches television approximately two to four hours per day. They further estimated that the average child will have seen 8,000 murders, and over 100,000 additional acts of violence on television by the time of completing elementary school. By a child's teenage years, more than 200,000 violent acts would have been viewed.¹³

In the 1992-93 season, the research showed that the frequency of violent acts per hour had decreased to 2.9, about half of what it had been in 1990. Also, in the 1992-93 season, Saturday morning cartoons showed a dramatic decline in violence to 18 acts per hour, down from the 32 acts per hour during the 1990-91 season.¹⁴ In the ensuing seasons, violence again increased to 26.6 acts per hour in the fall of 1993, then decreased to 22.2 acts per hour in the spring of 1994, and is at 20 acts per hour for the fall of 1995.¹⁵

Dr. Gerbner' basically has found three effects from viewing violence on television:

- (1) A few persons imitate the violence that they have viewed;
- (2) Many more become desensitized to violence; and
- (3) In nearly everyone, but in especially heavy television viewers, persons exposed to image of violence experience "mean world syndrome," whereby they overestimate the amount of violence in the world.¹⁶

¹³ Edith Fairman Cooper, "Television Violence: An Overview," CRS Report for Congress at 3 (January 13, 1995)("The January 1995 CRS Report").

¹⁴ See The May 1995 CRS Report at 13.

¹⁵ Dr. Gerbner notes that the violence indicators are down in 1995 but that it is too early to tell if this is a trend or a seasonal variation. Dr. Gerbner would be willing to prepare a more complete and comprehensive TV violence report for the Vice-President's use.

¹⁶ See The May 1995 CRS Report at 14; The January 1995 CRS Report at 4; and The UCLA Report at 11.

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Congressional Action and Television Industry Response

For over 40 years, Congress has been interested in the issue of television violence and its effects on children. One commentator has noted that “[s]ince 1952, when the first hearing was held, a cyclical and recurring interest about the issue has been evident.”¹⁷

After a series of hearings in 1952, Congress concluded that it was the final responsibility of the television stations, not the government, to correct some of the programs that contain excessive violence.

As a the result of these hearings, the National Association of Broadcasters (“NAB”) created a television code that became effective in March 1952. This first code listed standards for network broadcasters to apply to programming and advertising. The emphasis of the code was to encourage broadcasters to air educational and cultural programming.¹⁸

The NAB Code of 1952 contained explicit prohibitions regarding violence. For instance, provision (1) read:

Violence and illicit sex shall not be presented in an attractive manner nor to an extent such as will lead a child to believe that they play a greater part in life than they do. They should not be presented without indications of the resultant retribution and punishment.¹⁹

While these codes had positive appeal for the public, there was also the danger that they would be perceived as censorship.

In the 1960's and 1970's, there was a continued tension between governmental regulation and industry self-regulation. In 1974, for instance, the Federal Communications Commission (“FCC”) considered adopting a rule limiting the amount of advertising on children’s programming. In the end, the FCC did not adopt the rule, concluding that the NAB’s voluntary code limit of nine and one-half minutes per hour was sufficient.²⁰

¹⁷ The May 1995 CRS Report at 15.

¹⁸ The May 1995 CRS Report at 15. See also Mark MacCarthy, Broadcast Self-Regulation: The NAB Codes, Family Viewing Hour and Television Violence, Prepared for Columbia Institute for Tele-Information (February 16, 1995) at 5 (“Broadcast Self-Regulation”).

¹⁹ See Broadcast Self-Regulation at 6.

²⁰ See Broadcast Self-Regulation at 7.

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In 1974, the FCC initiated an industry-imposed "Family Viewing Time" which would encourage a policy that entertainment programming inappropriate for viewing by a general family audience would not be aired between 7 p.m and 9 p.m. Eastern Standard Time. However, after litigation, the NAB abandoned all parts of the Code.

Recent Legislation Regarding Television Violence

There were five bills introduced during the 104th Congress with respect to television violence.²¹ The substance of these bills was incorporated into the Telecommunications Act of 1996, P.L. 104-104, which was signed into law on February 8, 1996. The Telecommunications Act gives the television industry one year to voluntarily develop a ratings system for TV programs. In addition, the Act requires TV manufacturers to equip all 13 inch or greater TV sets with circuitry to block rated shows.²²

The UCLA Report

Many other studies, both public and private, conducted throughout the 1970's and 1980's concluded that there is a correlation between viewing violence on television and aggression in children.²³ Despite the conclusions of these numerous studies, it was not until 1993 that the television networks publicly acknowledged that "viewing gratuitous violence could cause adverse effects on viewers."²⁴ Therefore, it appears that the policy debate has shifted from urging that violence on television causes aggression to the advocating of effective means of assisting parents in monitoring the viewing habits of their children.

In December 1990, the Television Program Improvement Act was signed into law as Title V of the Judicial Improvements Act of 1990 (P.L. 101-650), and is the only legislative measure that ever has been enacted directly relating to television violence. This legislation allowed the television industry, without violating antitrust laws, to meet and jointly agree upon implementing voluntary standards that would lead to reducing violence depicted in television programs. In November 1993, the Justice Department extended the period of antitrust exemptions, permitting

²¹ See the May 1995 CRS Report.

²² On July 29, 1996, there was a White House Conference on children's programming wherein the four networks agreed to a proposed rule, to be sent to the FCC, to air three hours of children's educational programming a week.

²³ See generally The May 1995 CRS Report and The UCLA Report.

²⁴ The January 1995 CRS Report at 2.

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network executives to continue discussing ways to reduce television violence.²⁵

Senator Paul Simon, as sponsor of this legislation, hoped that the networks' cooperation would eliminate the need for future legislation. However, despite the issuance by the networks of a uniform set of 15 guidelines in December 1992, including one guideline stating that "[a]ll depictions of violence should be relevant to the development of character, or the advancement of theme or plot," violence in television continued to escalate.²⁶

With national attention focused on television violence, particularly that aimed at children, two other developments occurred. In June 1993, the networks agreed to implement parental advisories both before and during broadcasts that might contain excessive violence. This advisory would state: "Due to some violent content, parental discretion is advised."²⁷

The second development was the agreement by the networks to hire an independent monitor. The broadcast television networks chose the UCLA Center for Communication Policy to conduct the monitoring of television violence over three years. The cable networks chose MediaScope to conduct a parallel study of cable over the same three years.²⁸

With respect to children's programming, the UCLA Report concluded that while there have been improvements, there are still many children's shows that contain "sinister combat violence" or shows where "[f]ighting is the main attraction or purpose of the program and the plot only provides justification for the combat."²⁹ Some of the shows that the UCLA Report found the most problematic were *Batman and Robin*, *The Teenage Mutant Ninja Turtles*, and *The Mighty Morphin Power Rangers*.

The UCLA Report concluded that more monitoring needs to be done, that parental advisories should continue to be used, that television violence should be kept in the forefront by the Government, and that V-chips might be useful.³⁰

²⁵ See both the January 1995 and the May 1995 CRS Reports.

²⁶ See The UCLA Report at 12.

²⁷ See The May 1995 CRS Report at 17, the January 1995 CRS Report at 5, and the UCLA Report at 13.

²⁸ See The UCLA Report at 13.

²⁹ The UCLA Report at 102.

³⁰ The UCLA Report at 151-158.

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III. OBSERVATIONS FROM JULY 1-10, 1996:

I watched several children's television programs. I was watching these programs for instances of violence. I defined violence as physical harm done intentionally to persons or cartoon characters who possessed human traits. Because I defined violence as intentional acts, I did not note instances where persons were bumped or shoved where the intent appeared ambiguous. Finally, I did not note instances where property was damaged, but no characters on the shows were injured.

Of the morning children's programming, between 6:30 a.m. and 9:00 a.m., many of the shows were not violent such as *Blinky Bill*, *Goof Troop* (which is Goofy), and *Little Pet Shop*. One show that I watched only on 7/02/96, *Mutant League*, was only mildly violent. I noted only four instances of violence on this program.

Of the afternoon children's programming, there were many programs such as *Rimba's Island*, *Eek!- Stravaganza* (which appeared to have an Elvis-like character on the show), *Bonkers* (a cat who is a police officer), and *Taz-Mania* (the Tasmanian devil) that did not appear violent in the least. For instance, on 7/02/96, the story line on *Bonkers* was Bonkers, the police cat, looking for a ghost in a haunted house. On *Taz-Mania*, the Tasmanian devil and his father went shopping for orange juice.

One other show, *Mighty Max*, was mildly violent. The main character on this show was a boy named Max who wears a shirt with a big "M" on it. In this show on 7/02/96, I only noted two instance of violence during one-half of the show, one instance where a pole fell on one of the characters and one instance where one of the characters was tossed in a lava pit.

Of the afternoon children's shows, the two most violent programs appear to be *Batman and Robin* and the *Mighty Morphin Power Rangers*. On these two shows, there were between approximately 8-20 instances of violence on each show. However, *Batman and Robin* seemed to be almost twice as violent as *Power Rangers*. Although only speculation, this observation may be related to the fact that *Batman and Robin* is purely a cartoon and the *Power Rangers* is live action.

Of the Saturday morning shows, the most violent were *The Mighty Morphin Power Rangers* and *The Teenage Ninja Mutant Turtles*. Both of these show gave lip service to finding inner peace and using cunning rather than violence. Nonetheless, despite these so-called positive messages, the shows were almost 30 minutes filled with fight scenes. In fact, inclusion of the positive messages might actually be detrimental because of the continued focus on the violence. My observations from one Saturday viewing are similar to the observations and conclusions contained in The UCLA Television Violence Monitoring Report (September 1995). This report categorized both of these shows under the category of "Sinister Combat Violence," which was

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called "violence for the sake of violence." The UCLA Report concluded that the "Mighty Morphin Power Rangers has serious problems and certainly sits high on the list of shows featuring sinister combat violence." As noted above, the UCLA Report noted that the *Power Rangers* is a live-action show involving real people, and these real people "are much more likely to become role models for the young audience than are animated heroes."

OBSERVATION OF SPECIFIC INSTANCES OF VIOLENCE:

A. **Batman and Robin at 4 p.m. on FOX**

1. 7/02/96

Story line: robots are impersonating real people and taking over the world

- 1) 7 instances of being zapped with a gun
- 2) robot grabs Batman
- 3) wrestling between 2 characters
- 4) woman falls
- 5) Batman is thrown off building
- 6) another man is thrown off a building
- 7) head is cut off a robot
- 8) Batman cuts an elevator cable and a man falls
- 9) a man is kicked
- 10) a man is thrown
- 11) a grenade goes off
- 12) Batman fights with a woman
- 13) a woman is crushed
- 14) a bomb blast

2. 7/03/96

Title: Joker's Wild"

Story line: A man opens a casino to bait the Joker to destroy it. After the Joker destroys the casino, the man hopes to collect the insurance money and commit fraud.

- 1) Joker shoved a man
- 2) Joker shoves 2 men and they slip on water that the Joker has sprayed on the floor
- 3) Joker throws a man off a moving truck
- 4) Batman breaks and enters a building *** (doesn't fit my definition)
- 5) fist fight between Batman and a man

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- 6) smoking grenade
- 7) Joker ejected from moving car
- 8) car explodes
- 9) laser/stun gun
- 10) Joker hits Batman with a 2x4"
- 11) Joker putting Batman on roulette wheel with a grenade
- 12) Batman blows up the Joker
- 13) Joker shooting at Batman from a helicopter
- 14) Batman falls from sky
- 15) fist fight between Joker and Batman

3. 7/10/96

Title: Harlequinade

Story line: The Joker has made a bomb that will destroy the City. Batman and Robin enlist the aid of the Joker's girlfriend, Harley, to help them stop the Joker.

- 1) Joker has a bomb
- 2) Batman hits attack dogs
- 3) Joker's girlfriend throws Batman to the ground
- 4) Batman hits a person
- 5) Robin hits a person
- 6) Men open fire with guns at Batman and Robin
- 7) Robin throws big roulette wheel at villains
- 8) Batman throws other part of building at villains
- 9) Joker has mayor of city tied up
- 10) Joker tries to drown mayor
- 11) Batman kicks Joker
- 12) Joker hits Batman with umbrella
- 13) Batman hits Joker
- 14) Harley ties up Batman and Robin
- 15) Harley hits Joker (because he was not going to save her and their dogs)
- 16) Joker drops bombs on Batman
- 17) Joker aims guns at own henchmen
- 18) Joker drops bombs from airplane
- 19) Joker fires guns
- 20) Harley aims at Joker and knocks him unconscious
- 21) Joker's plane crashes

B. Mighty Morphin Power Rangers at 4:30 p.m. on FOX

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1. 7/02/96

Story line: Rita the villain has trapped persons in a dimensional vortex.

- 1) person falls
- 2) a person is zapped
- 3) a sword fight
- 4) a fight between 2 robots
- 5) a robot is zapped
- 6) the Rangers fall from the sky
- 7) sword fight
- 8) lightening strikes persons

NOTE: After the show, the Rangers gave a message to encourage kids to save the environment, to prevent discrimination, and to prevent war.

2. 7/03/96

Title: "A Bad Reflection on You"

Story line: Rita, the villain, has created imposters of the Power Rangers. These imposters wreck havoc on the city.

- 1) imposter Power Ranger shoves guy
- 2) fist fight
- 3) imposter Power Ranger zaps someone with a ray gun
- 4) fist fight with 2 sets of Rangers
- 5) imposter Ranger hits real Ranger
- 6) shot with arrow
- 7) hits with a knife (that looks like a missile)
- 8) hit with a spear
- 9) imposter Ranger kicks Ranger
- 10) sword fight
- 11) lightening comes from sword aimed at Rangers
- 12) shocks
- 13) Power Rangers blasts a knight

NOTE: There is scene with lots of weapons shown, such as a Power bow, Power ax, and Power dagger.

3. 7/10/96

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Title: "Something Fishy"

Story line: Rita, the villain, has created these goo fish who are wrecking havoc on the city.

- 1) someone hits man
- 2) 2 rangers hit persons
- 3) One Ranger, Billy, puts ice chest over Rita's henchmen, the putties
- 4) hits again
- 5) 2 Rangers hit putties (This is an extended scene)
- 6) Rangers zap goo fish
- 7) Rangers fight with swords
- 8) Ranger hits goo fish with sword
- 9) Goo fish put goo on Rangers
- 10) Goo fish zap Rangers
- 11) Goo fish try to put goo on Billy
- 12) Rangers go after goo fish with spears
- 13) Super Zord (robot) and goo monster fight
- 14) Big goo monster uses sword against Super Zord
- 15) Goo monster zaps Super Zord
- 16) Power Rangers uses Power sword

SATURDAY SHOWS

I. *Mighty Morphin Power Rangers*

A. Saturday 7/06/96 at 8:00 a.m. on FOX

"Inner Spirit"

Story line: Despite the title of this particular episode, this show was merely about the fight scenes. One of the power rangers named Tommy is Native American, and the premise of this episode was for Tommy to resolve his inner conflicts in order to operate a fighting robot called a Zord. The power rangers' mentor tells Tommy that he must see the Battle Zord or robot as an extension of himself in order to operate it properly. Before Tommy resolves his "inner conflicts," he operates the Zord so that it destroys the city because he has no control over it. In the end, Tommy finds inner peace so that he uses the Zord as extensions of his own limbs in order to fight the evil elements.

- 1) zaps someone
- 2) 2 robots fight (Power Sword is used)
- 3) puts noose around the neck of someone

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- 4) zaps Rangers' power supply *used in the context of a big fight scene
- 5) Big Zord (Robot) driven by one of the Rangers named Tommy is destroying the city
- 6) Zaps Zord (big robot driven by Tommy)
- 7) Extended fight with Rangers involving zap guns
- 8) Rangers zap villain (Main Drain --who is draining the power supply of the city)
- 9) Main Drain zaps Zord
- 10) fist fight between Main Drain and Zord
- 11) Laser fight between Main Drain and Zord

II. *Teenage Mutant Ninja Turtles*

A. Saturday 7/06/96

Story line: This episode, while giving lip service to using the turtles' wits rather than force, was merely one half hour of glorified fighting. In this episode, the turtles mutated into even more violent adult monster turtles. These "second stage" mutations used violence much more than the teenage versions. When the adult monster turtles used force against the villains, the villains merely multiplied, and, therefore, this violence was not effective. In the end, while the teenage turtles resolve the conflict with less hand-to-hand violence, the hand-to-hand violence definitely comprised a larger portion of the episode.

- 1) fight with swords and sticks
- 2) fist fight between man and big robot
- 3) man turns into robot (Carter is a friend of the turtles)
- 4) Military police shoot at turtles
- 5) Zap guns against turtles
- 6) turtles shoot guns
- 7) Much time to zap gun scene
- 8) Zap at adult turtle monsters
- 9) robot zaps at regular teenage turtles
- 10) slug monster tries to attack Carter, a human friend of the turtles
- 11) zap at adult monster turtles
- 12) adult turtle monsters "annihilate" robot; but it multiplies when force is used against it
- 13) zap turtle monsters
- 14) Carter zaps slug monsters three times
- 15) slug monster fights Carter
- 16) slug monster throws Carter against wall
- 17) fight with robot insects
- 18) Robot zaps regular teenage turtles at least 3 times
- 19) turtles fight insect monsters and make them fall

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20) explosion at villain's castle, but Dregg, the villain, gets away

III. *The Mask*

A. Saturday 7/06/96 at 9:00 a.m.

"Shadow of a Skillet"

Story line: This show is based on the Jim Carrey movie. In this episode, a villain, Skillet, is stealing the shadows of people in the city. Because the shadows embody the youth of the person, when the shadow is taken away, the person ages rapidly. The Mask saves the shadows.

- 1) monster steals shadow
- 2) monster steals Jim Carrey's shadow
- 3) shadow monster attacks the Mask
- 4) steals Peggy's shadow (Peggy is Jim Carrey's girlfriend)
- 5) fist fight between the Mask and Skillet
- 6) Skillet zaps the Mask's shadow
- 7) The Mask wrestles Skillet

IV. *Ace Ventura Pet Detective*

A. Saturday 7/06/96 at 9:30 a.m.

Story line: This show is also based on a Jim Carrey movie. This show does not contain much violence. This episode was about killer koala bears attacking aborigines, but Jim Carrey saves the day by leading the koalas away with eucalyptus cough drops.