**Transcript of “107 Code Lyoko Facts You Should Know! (107 Facts S6 E8) | Channel Frederator” by ChannelFrederator:** [**https://www.youtube.com/watch?v=N2qfC6KCj3I**](https://www.youtube.com/watch?v=N2qfC6KCj3I)

Whether Jeremie and the Lyoko Warriors were battling ominously-named evil viruses or simply navigating the pitfalls of high school, Code Lyoko struck a chord with audiences of all ages around the world, and is still much loved to this day. And we’ve got all the tidbits you might not have noticed, along with development stories and info on the creators.

Hey guys! I’m Brendan with ChannelFrederator and we have probably more information about French teens than you ever knew you wanted. No, really. There’s a lot of France in this one, guys. Preparez-vous!

The forces of XANA better watch out, ‘cause we’re counting down 107 facts about Code Lyoko. Let’s get started.

#1: Code Lyoko is a French animated show that aired for four years spanning 2003 to 2007. While it was aired in France on two channels, France 3 and Canal J, many American viewers probably recall watching it on Cartoon Network.

#2: While Code Lyoko was on Cartoon Network, the show was featured on the channel’s Miguzi block, which replaced Toonami during the weekday afternoons.

#3: Strangely, the last seven episodes never aired in the US. Instead, fans could watch them on Cartoon Network’s online video service. Unfortunately, not many knew about this, and were left without a season finale. Why was the show abruptly taken off? An executive from the company mentioned that he just wasn’t a fan of the show, so… This is why we can’t have good things!

#4: The show is actually so internationally distributed that nearly 160 countries aired it. It was even a big success in Japan, which isn’t common for a foreign animated show on the island.

#5: Code Lyoko had its origins in an independent student short film from the Gobelins School of Animation in Paris, made by Thomas Romain and Tania Palumbo while they were students there. Titled “Les enfants font leur cinema,” or “The Children Make Their Own Movies.” Otherwise known as “Les enfants,” the children bear a striking resemblance to the cast in Code Lyoko.

#6: “Les enfants” screened at the Annécy film festival in 2000, and gave birth to a new project. Antefilms, a French animation studio noticed the short, and reached out to Romain and Palumbo, asking if they would like to work on a new show with the company: Garage Kids.

#7: Garage Kids had a 2-minte pilot in 2001, and was fully intended to go on as a 26-episode show. Similar to Code Lyoko, the main cast, who happened to be the same characters as Code Lyoko, fought to save the earth from inside a virtual world. It also had an overall darker tone.

#8: But the virtual reality in Garage Kids was not Lyoko; not quite. It went by the name of “Xanadu,” and was created by scientists who were led by an out-of-control professor. Plagued by monsters, Xanadu would create problems in the real world that the kids would have to fight against.

#9: Xanadu was also much smaller in size. A floating island supported by electric cables, the digital land only had six towers, as opposed to Lyoko’s 41 towers. It’s ‘cause they upgraded.

#10: To make up for this, after Xanadu became Lyoko, a lot of thought went into redesigning the virtual world as a large place to explore. Four Sectors were added, towers were made smaller, and landscapes were simplified but made more ecologically diverse.

#11: Many have stated that the 3D animation in Xanadu, while more detailed, wasn’t as well-rendered as in Code Lyoko. Of course, it’s important to bear in mind that the pilot wasn’t intended for viewing outside of Antefilms. That being said, other mentioned also that the 2D animation seemed smoother.

#12: Another difference in Garage Kids was that Odd acted as the story’s central protagonist. As a transfer student, he discovers that Jeremie, Yumi and Ulrich are already aware of Xanadu and the troubles it holds. Though he’s wary of virtualisation, he joins the group and helps save the day.

#13: The kids also retained their abilities outside of Xanadu. This was shown by Yumi using telekinesis to save Jeremie from a disastrous fall in the Garage Kids pilot.

#14: Oh, and did we mention? Ulrich’s sword was made of binary code. That’s pretty cool, but uh, he also had a more spiffy outfit.

#15: Though we didn’t get to see Odd and Yumi’s virtual outfits – damn those pull-away silhouettes! – concept art suggests that they were the same as what we got in Code Lyoko. Well, we mean, Yumi did have longer sleeves.

#16: Because the show was going to follow a linear storyline, the executives decided to scrap Garage Kids and turned it into Code Lyoko. Unfortunately, this also meant that they were going to give it a significantly smaller budget.

#17: Due to all these changes, Romain decided to part from the project. However, he did work with Palumbo on the literary and graphical bibles, which helped guide Code Lyoko’s future.

#18: Palumbo stuck with Code Lyoko for all of its four animated seasons, acting as the creative director during development. She’s also the brain behind many of the character designs.

#19: Ever said the phrase, “This show feels like French anime”? Well after co-creator Romain left the show, he worked on Oban Star Racers. Ever since then, he’s been working on anime in Japan. In that world, he’s most known for designing Space Dandy’s ship, the Aloha Oe.

#20: Regarding those bibles we talked about, as is often the case, there are many differences between what was planned, and what became a reality. For example, Franz Hopper’s backstory was originally supposed to feature him as a computer science teacher at the boarding school. One day he stumbled upon the Supercomputer, instead of creating it. After making Lyoko, Aelita and virtualisation, he disappeared mysteriously within the digital world.

#21: In the bible, XANA was supposed to be the Supercomputer itself, instead of just a program. Deactivating towers in Lyoko stabilised XANA overall. And in this version, XANA could only affect what happened at the factory and the school.

#22: As we know it today, Code Lyoko officially aired on September 3rd 2003 in France, with Teddygozilla. About half a year later on April 19th 2004, it aired in the US.

#23: That’s not to say that Garage Kids was entirely dead. To save on costs, three pieces of animation were taken directly from the failed pilot: specifically, Ulrich, Yumi and Odd’s virtualisations.

#24: Two credits stills were also nabbed from the original project: the one where the group sits on a bench, and the one where Odd and Jeremie are pushing Ulrich and Yumi towards each other.

#25: It shouldn’t come as a surprise that the creators and writers all agreed that one of the inspirations behind Code Lyoko was Tron. From defeating an evil program, to the high-speed trails, to the visuals of virtualisation, if you keep a sharp eye open, you’ll definitely notice the similarities.

#26: Of course, another big influence was The Matrix. Both Aelita and Neo represent the “chosen one;” both stories show machine trying to take over man; and both have a similar fighting style.

#27: Not to mention that the Lyoko Warriors’ boarding school, Kadic Academy, is based on a real-life school in our own world. Lycée Lakanal is located in the Hauts-de-Seine suburb of Paris.

#28: In fact, the name of the school is a reference to the American sci-fi author Philip K. Dick. That’s K. Dick, or when said quickly, Kadic.

#29: When you’re looking at the pictures of the fake and real schools side by side, the reference becomes immediately obvious due to how similar they look. They even have the same trees out front.

#30: The factory was also based on a real location, though it has been since demolished. Originally, the real-life structure was a Renault production plant located in Boulogne-Billancourt.

#31: It’s also evident that Code Lyoko gives quite a few respectful nods to Japanese culture. Yumi’s behaviour, home, and many visuals, especially in Lyoko itself, just help solidify the reason that so many people call this “French anime.”

#32: Yumi’s first outfit clearly depicts this. She wears a geisha-like kimono, even though the geisha were not warriors. However, her outfit is more of a hybrid of kimono types rather than that of a traditional geisha. Still, her slippers and hair are up to standard.

#33: Yumi’s weapon of choice is also not Japanese. One Asian martial art that uses fans in combat is pencak-silat. This is not surprising since it’s also the branch of fighting that both Yumi and Ulrich train with. However, this is an Indonesian sport entirely.

#34: Yumi’s second outfit is more representational of traditional ninjas, which lends itself better to her super cool style and skills.

#35: Much like Yumi isn’t really a geisha, Ulrich is a false samurai, since he only carries one sword instead of two. The symbol on his back is also influenced by noh masks, which were theatrical masks that represented gods and demons.

#36: Odd designed at least his second outfit, and is personally inspired by the video game he loves, called “Kung Fu Commando.”

#37: Aelita has pink hair because Palumbo had dyed hair herself. It also beckons to the many colourful heads of hair one can find in manga and anime. Maybe she’s based off magical girls.

#38: William Dunbar’s outfit is based on the 16th Century German mercenary soldiers who took to the front lines in battle for higher payments – otherwise known as the Doppelsöldner.

#39: The two-handed sword he uses, a zweihander, is the exact type of weapon these historic figures used. Points for accuracy.

#40: As one of France’s best-known cartoons, Code Lyoko was given the Prix de l’Export 2006 award for animation. This award is given to French properties that become internationally acclaimed.

#41: During its run, its French audience also voted that the show was the best on Canal J, which is a pretty terrific prize in and of itself.

#42: After four seasons, the show went on a four-year break until its fifth season was released online. On December 19th 2012 in France, and February 28th 2013 on USA TV, under the name Code Lyoko Evolution[s]. XANA was back, stronger than before. But there was something different about this reboot… It was live action! While the scenes in Lyoko were still 3D animated, the Earth scenes had new, human faces.

#43: Though the 3D animation was highly improved, it didn’t make up for the controversies regarding changes in Code Lyoko Evolution[s]. While fans were a bit bothered by personality tweaks, the revamped outfits in Lyoko and several story changes, the biggest issue came down to casting white actresses for certain characters of colour, such as Sissi and Samantha.

#44: Code Lyoko Evolution[s] only lasted for a single season, ending with a cliffhanger on December 19th 2013 after 26 episodes. That’s right, XANA is still out there, plotting the world’s demise! Gives us shivers…

#45: Everybody knows that Yumi and Ulrich have a complicated romantic relationship. But it’s heartwarming to know that the actors who portrayed them in Code Lyoko Evolution[s] are actually dating! They have super cute Instagrams together, I’m not lying to you.

#46: Star Wars fans will get a kick out of this one – if you pay close attention to Jeremie’s computer screen, you’ll notice some Aurabesh letters. What’s Aurabesh? It’s a language that’s spoken in Star Wars Episode IV: A New Hope.

#47: This cute Easter egg isn’t just a nod to Ghibli, but it also acknowledges Yumi’s Japanese heritage. If you look at her bed, you’ll notice that she owns a stuffed Totoro plushie.

#48: While many believe that Franz Hopper’s name was a reference to the influential computer scientist Grace Hopper, the writer stated that this was only a coincidence. But a good one, at least!

#49: Many fans know about “Pick on Yumi Week,” which consisted of episodes 6 through 10 in season 1, where Yumi is consistently the victim of attacks. What’ve you got against Yumi, XANA?! She’s the cool one! She does have a big forehead, I’ll give you that.

#50: In the English voice cast, Odd and William are the only Lyoko Warriors that have male actors. In French, a woman voices Odd as well, making William the only Warrior with a male voice actor through and through.

#51: Because Odd’s voice was extremely high-pitched in the French version, a number of French fans were convinced that he was actually a girl. This included Gulliver Bevernaege, who is a huge fan of the show, and actually went on to play Odd in Evolution[s]. Probably pretty happy to be wrong.

#52: There was almost an MMORPG based on the show called Code Lyoko Online. It was going to be developed by CJ Internet Studios and would have included 3D graphics and a full combat system.

#53: Moonscoop announced the project in 2008 as part of Code Lyoko Reloaded, a culmination of projects that would continue the franchise after the fourth season. The company leaders solidified the idea of an MMO in 2010, after releasing first drafts displaying progress on the game.

#54: CJ Internet created the group NFlute to work on the game. However, designs started to go in a direction away from Code Lyoko’s original look, giving it a more Korean influence.

#55: Eventually the game was cancelled in December 2012, bankrupting NFlute. Many fans, after seeing the drastic changes made to Aelita in the game, are happy that rather than completely distorting the world of Lyoko, the game was, well, put down.

#56: However, there is a free multilingual game called IFSCL, made entirely by a single fan. Mimicking Jeremie’s Supercopmuter, it allows the player to interact with Lyoko the way Jeremie did when he and the other Lyoko Warriors battled against XANA. Sounds cool!

#57: Before the fourth season aired, an official Code Lyoko magazine was released, which contained comics about our heroes! Sadly, not enough sold, and after three editions the issues were discontinued.

#58: After season 4, the Italian publisher Atlantyca released four books under the name “Code Lyoko Chronicles,” starting in 2009.

#59: The books were written and released before the series Code Lyoko Evolution, and were intended to finish the series off and fill in the plotholes that the animation never had time to address.

#60: Pretty strangely for a French TV show, the books were originally written in Italian. Eventually the first two books were translated into French in 2010 and 2011.

#61: While the books were never officially translated into English, and the last two were never even translated into French, fans took to the Internet and provided their own translations for others to enjoy.

#62: Fans of the show debate whether Code Lyoko Evolution or Code Lyoko Chronicles are the better capstone to the beloved adventurers’ journey. On the one hand, the novels stay closer to the canon of the show, and actually give it, like, an end…which is something that Evolution does not do. On the other hand, Evolution can be watched. Primacy of the medium, I guess?

#63: However, the novels do have some minor differences to the canon of the series. Most of these changes are just to make more economic storytelling, but the author also decided to change Aelita’s hair from pink to red. Pretty funny to make a visual change in a medium where, y’know, you don’t actually have to see the characters.

#64: For a brief period during the writing process, William Dunbar was going to be named Orlando. The show’s head writer Sophie Decroisette said that this idea was pretty quickly abandoned.

#65: Though it never came to pass, if the animation had progressed beyond season 4, the idea was to make William Dunbar a more direct villain and agent of XANA. The writers always considered him the darkest of the Lyoko Warriors, but they never made him a complete villain. Looks like season 5 would have been his heel-face turn.

#66: Even though her father Franz Hopper is Swiss, Sophie also said that Aelita was actually born in the United States. U! S! A!

#67: Though Code Lyoko was intended for an audience between the ages of 9 and 12, it has a whole host of older fans. The creators totally embraced this, and attribute it to the cool cyberpunk universe the show inhabits.

#68: When it came time to do Code Lyoko Evolution, two directors were used for the entirety of the show. This isn’t unusual to have multiple directors in television, but their work was split down the middle for every episode. Lucio di Rosa did the live action sequences, and Florian Ferrier did the 3D animated sequences.

#69: According to Lucio di Rosa, the live action director of Code Lyoko Evolution, each episode’s live action segments took about two days to shoot. With 26 episodes in the season, they shot for a total of 46 days – just with the live action cast.

#70: So as you can imagine, the live action part of the show took a lot of prep work. 18 months were spent on it alone, with one year entirely spent in preparation. The live action sequences had to be completely shot and edited before the animation process could take over.

#71: In 2006, Cartes France released a Code Lyoko card game. It had 160 cards and was played in a similar fashion to Yu-Gi-Oh!, but was never exported to America. Sorry, guys.

#72: America did get a bunch of Code Lyoko video games, though. Code Lyoko: Quest for Infinity was released on the Nintendo Wii in 2007, with a Playstation 2 and PSP version following the next year. Code Lyoko the game and Code Lyoko: Fall of XANA were also released for the Nintendo DS in the same years.

#73: Code Lyoko: Quest for Infinity was set up like an action shooter, with players using the Wiimote to aim and shoot with the various heroes; while the DS games were much more like JRPGs, complete with turn-based battle modes and Final Fantasy-esque levelling systems. The Wii game also had the full English voice cast back reprising their roles. Sadly for handheld gamers, you had to read that adventure.

#74: The Wii game allowed for players to jump into the shoes of Odd, Ulrich, Yumi or Aelita, all of whom had their own abilities and played differently. Ulrich was close-quarters combat, Odd and Yumi played medium to long range with shooting mechanics, and Aelita was purely defensive. Her special power? Levitate over holes.

#75: If you were looking for collectables more off the beaten path, there were also remote-controlled vehicles of Odd’s Overboard and Ulrich’s Overbike that you could pick up. They’re not manufactured anymore, so they’re probably pretty valued collector’s items.

#76: Still not weird enough for you? Spain got an exclusive line of Code Lyoko figurines ranging up through season 4 of the show. They never got exported, though, so be sure to look for them the next time you’re just uh, I don’t know…chilling in Madrid or something. You guys remember Spanish from high school, right?

#77: One interesting thing about the production of Code Lyoko was that its creators really cared what the fans were talking about. After season 1 started getting some traction in France, the creative team actually started frequenting message boards to ask fans’ opinions on what direction they’d like the show to go in.

#78: Using a lot of this information, head writer Sophie Decroisette and series creator Jerôme Mouscadet actually went back and changed the series bible before starting production on season 2. This is a pretty bold move, actually, because in television the series bible is written before production, and usually remains unchanged throughout the entire run. It’s supposed to be like a guideline for writers to make the characters consistent, so altering it is a pretty big deal, and also shows how much they cared about making a good show that also pleased the fans.

#79: Big changes from the fans that went into the new series bible included making XANA’s objective a lot clearer, fleshing out the story of Franz Hopper, and actually making Aelita a real human. She was originally imagined to just be an AI throughout the show.

#80: Sophie Decroisette also wrote the series bible for Code Lyoko Evolution, but left before production started. In a 2016 interview she said, “I quickly saw that production wanted to be on a particular story level that didn’t agree with my ideas on the series, so I quit production.”

#81: Another way fans influenced the series? Naming the group! People started calling the friends “Lyoko Warriors” online during season 1, and by the time season 3 rolled around, Jeremie and the gang had adopted the term themselves.

#82: For a long time fans have speculated over what the name of the main series villain XANA actually means. Is it a name? Is it a French acronym? Where did it come from and what does it mean? Turns out the lead writers don’t know either. “When I got there,” said Sophie Decroisette, “it was already named XANA. I don’t know why.” Perhaps it came from Xanadu?

#83: Speaking of, remember how in Garage Kids, the world of Lyoko was originally called Xanadu? Beyond being a mythical reference, this is probably also taken from anime Serial Experiments Lain, as the show features a satellite named Xanadu which housed all the knowledge of humanity inside.

#84: In several episodes of the series, it’s revealed that William Dunbar is afraid of spiders. Funny enough, when he’s possessed by XANA, he’s often seen riding a Tarantula. Guess that XANA possession also cures arachnophobia.

#85: Yumi actually knows Morse code, which she uses to communicate with her brother to keep secrets from her parents. Man, I wish I’d thought of that when I was a kid.

#86: Code Lyoko was, of course, originally broadcast in French. When it came time to dub the show into English, Moonscoop looked for native English speakers in France, leading to only about seven people lending the voices of the entire English cast. This is probably one of the only instances in which you can get literally paid to talk to yourself for hours.

#87: The actress who played the live action Yumi in Code Lyoko Evolution is not actually Japanese. Mélanie Tran is her name, and she’s of Vietnamese ancestry.

#88: It should be mentioned, however, that Mélanie also practises gymnastics at a competitive level. Remind you of a certain Lyoko Warrior? Looks like the casting director did their homework after all!

#89: In the episode Ultimatum, there’s some graffiti in the warehouse that Yumi and Odd are being held in. If you look, you can see some that says, “Kilroy was here,” in English. This is an odd, obscure reference to an ongoing graffiti joke that American soldiers scattered across Europe during World War II. Basically, it was a 1940s meme. “Kilroy was here” scrawlings are still being found across western Europe to this day.

#90: It’s also worth mentioning that for a show rated TV Y7 in America, there were some scenes that were more risqué than American audiences were probably used to. Panty shots, underwear scenes and sexual innuendos were not uncommon in the show. This is partially because France is, well, less bugged by these things. And also because Moonscoop was in charge of the English localisation as opposed to an external, American company.

#91: That being said, there were actually lines that Moonscoop wasn’t willing to cross. Numerous scenes changed, even after scripts had been locked. Sometimes for violence, but mostly for being, well…a little too sexy.

#92: Most of these too-risqué, most-fanfic-inspiring scenes that were cut involved Odd. Two choice cuts: him exposing himself to Sissi in season 2 episode 28, and him in Yumi’s body, kissing Ulrich to give him a taste of his crush. Both of these scenes were eventually self-censored by Moonscoop, understandably.

#93: In France, it’s a lot more common for fanfiction to be done on roleplaying forums, as opposed to the more singular narrative style that is more commonly associated with the term in America. There are many “jeu de rôle” forums still active for Code Lyoko scattered across the Internet, en français. Vous lis en français, oui? [Oui???]

#94: There were actually a lot of changes that were dummied out as the scenes went along. In the original Garage Kids short for instance, the Lyoko Warriors kept their powers in the outside world.

#95: Another change that was made? Ulrich almost had a Dragonball Z-style sci-fi monocle. Moonscoop evidently wanted to keep things under 9000 when it came to the actual show.

#96: The name “Aelita” might actually be thanks to Russian sci-fi. There’s a famous 1923 novel called “Aelita, Or, The Decline of Mars,” in which the titular Martian princess falls in love with a Soviet cosmonaut. The name itself might actually be of Latvian origin, but it’s the book that helped popularise it. And it’s obvious that the Code Lyoko team were fans of forward-looking science fiction.

#97: According to a leaked 2011 PDF by Moonscoop, there were originally plans for another animated continuation after season 4, which would have had the Lyoko Warriors now in high school. It was tentatively titled Code Lyoko Reloaded, and eventually transformed into Code Lyoko Evolution.

#98: The leaked PDF contained future plotline ideas for all the characters. Where are they at now? Well first and foremost, Yumi and Ulrich were officially dating. Take that, unresolved sexual tension! It’s unrealised canon! That means it can’t be denied!

#99: Other cool bits of information include Jeremie now being a well-known hacker, Odd moving into the fine arts studies and maturing up a bit, and William Dunbar getting even more teen angst than before after being temporarily corrupted by XANA.

#100: Another fun fact that I think you really deserve to know. In the PDF, you can clearly see that one of the images for high school William is just Justin Bieber with his face poorly obscured. I honestly cannot describe how happy this makes me.

#101: Strangely, Sissi originally had brown hair, not black. You can find concept art of her sporting a more auburn hairdo with that same characteristic Sissi sass. Personally, I’m kind of surprised they changed it, because when I watched this show as a kid, I kept thinking she was Yumi’s sister. Wonder what prompted the transition to black?

#102: The last episode of Code Lyoko Evolution aired on December 19th 2011, giving the franchise about an 8-year run. Not too shabby for something that started as a student film.

#103: The fanbase for Code Lyoko is still alive and well today! Cosplayers, Tumblr, and those aforementioned fan forums. They’re all still floating about, and are very vocal about wanting a reboot or proper continuation. Heck, they even sent us a tonne of requests for this 107. So here we are!

#104: One of the biggest anime influences on Code Lyoko is the groundbreaking 1998 anime series Serial Experiments Lain. Lain is a much darker story, definitely not intended for children, which focuses on the difference between reality and the virtual world – and how interactions with virtual reality can influence our lives. The influence of Lain in particular can be seen visually, in the colour palette and the designs of the computers in Code Lyoko. Heck, Jeremie’s computer setup, after a while, is more or less Lain’s room.

#105: Another similarity between Lain and Code Lyoko was the appearance of the men in black who pursue Aelita. In the other series, there are actually two, well…men in black suits, who monitor and hunt the main character, Lain. While in Lain they ultimately aren’t there to capture her, their appearance is no less sinister or creepy.

#106: Also, while we’re at it, logos on computers are the same, Lain and Aelita are both a virtual presence that takes on a physical form eventually, both series have overuse of mysterious acronyms to describe computer viruses, and green glowy text, and on and on and on… Let’s just leave it at this: Code Lyoko took a lot of influence from Lain, and the reason I’m telling you about it is if you were a fan of this show back in the day, Serial Experiments Lain is well worth checking out now that you’re older. Go get lost in the Wired, my friends! Don’t feel bad if you have to look up explanations online afterwards!

#107: So when you were watching Code Lyoko on Cartoon Network, you might have been forgiven for thinking it was an American show. Or maybe a Japanese one? Or something? Probably not France. You know what’s another anime-influenced show you probably weren’t aware was secretly French? Totally Spies. No joke! If you didn’t watch it, honestly, you missed out. That show rocked.

Well that’s about it from me and the Lyoko Warriors. I’m Brendan and thanks for watching 107 Facts About Code Lyoko.