



MOFFEE

ADVENTURE

CREATED BY
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PROJECT INFO:

PLATFORM: TV SERIES

GENRE: COMEDY/EPIC

TARGET: KID (7+)

EPISODES: 11' X 24

KEYPOINTS:

A STORY THAT CATERS TO BOTH CHILDREN AND ADULTS;

A MIX OF NONSENSE HUMOR AND EPIC TRAGEDY;

A STORY FULL OF DIVERSE ANGLES FOR ILLUSTRATING INCLUSIVENESS.

LINKS:

[ELEVATOR PITCH](#)

[ELEVATOR VIDEO PITCH](#)

[SCREENPLAY COMIC](#)

[ANIMATIC EXAMPLE](#)

ADVENTURE MOFFEE

A JOURNEY THROUGH WACKY TRAGEDY AND LEGENDARY NONSENSE.

THE EPIC ADVENTURES OF A HILARIOUSLY DYSFUNCTIONAL FELLOWSHIP ON A QUEST TO DELIVER "SWORDY", A SARCASTIC DEMON-POSSESSED SWORD, TO THE GREAT COUNCIL OF SAGES TO DETERMINE ITS FATE.

SYNOPSIS:

IN A WORLD WHERE ANCIENT PROPHECIES WHISPER THROUGH THE WINDS AND KINGDOMS TEETER ON THE BRINK OF CHAOS, A HILARIOUSLY DYSFUNCTIONAL FELLOWSHIP EMBARKS ON A QUEST THAT COULD SAVE, OR DOOM, THE REALM.

MOFFEE, A CLUELESS MONKEY WITH A MYSTERIOUS PAST, TOGETHER WITH HIS BELOVED MUG, "TAZZINA"; **WHARR**, MORE MUSCLES THAN PATIENCE, WITH AN OBVIOUS CRUSH ON EVERYTHING; **ISHYE**, THE CALM AND OPTIMISTIC CYCLOPS PRIESTESS, BURDENED WITH BLURRY PROPHECIES AND A SECRET CRUSH ON WHARR; **ZEEL**, THE UNDEAD ORC GENERAL, CONSTANTLY TRYING (AND FAILING) TO TEACH STRATEGY WHILE HAUNTED BY HIS PAST MISTAKES.

TOGETHER, THEY ARE TASKED WITH DELIVERING **SWORDY**, A CURSED, DEMON-POSSESSED BLADE, TO THE GREAT COUNCIL OF SAGES.

BUT SWORDY IS NO ORDINARY SWORD, IT GRANTS INVINCIBILITY TO ITS WIELDER WHILE DRIVING THEM TO MADNESS.

EVERYONE WANTS IT: FROM DECEPTIVE UNICORNS TO PORCELAIN-OBSESSED ORCS, OVERLY POLITE GOBLINS, AND A CLASSIC POWER-HUNGRY UNDEAD SORCERER. EACH ENEMY SEEKS TO CLAIM SWORDY TO CONQUER THE REALM, MUCH LIKE A CERTAIN INFAMOUS RING OF POWER. UNFORTUNATELY FOR THEM, SWORDY IS TRAPPED IN ITS OWN PERSONAL HELL: BEING CARRIED BY A BRAINLESS MONKEY IMMUNE TO ITS INFLUENCE, MOFFEE.

THROUGH THE JOURNEY, THE FELLOWSHIP IS TESTED BY THEIR OWN WILDLY DIFFERENT PERSONALITIES. WITH EACH STEP, THE LINE BETWEEN HEROICS AND ABSURDITY BLURS. TOGETHER, THEY MUST NAVIGATE PROPHECIES, BETRAYALS, AND CHAOTIC BATTLES TO DECIDE THE SWORD'S FATE, AND MAYBE, JUST MAYBE, GROW INTO THE HEROES THE WORLD DESPERATELY NEEDS.



INTENTIONS:

THIS IS A STORY ABOUT **PERSPECTIVE AND DIVERSITY**...

A JOURNEY WHERE DIFFERENT WEIRDOS, WITH TRADITIONS AS ODD AS THEY ARE, DISCOVER THAT THE KEY TO GROWTH IS NOT STRANGLING EACH OTHER.

INSTEAD, IT'S EMBRACING THEIR DELIGHTFUL CHAOS.
OR AT LEAST TOLERATING IT...

ONE AWKWARD HUG AT A TIME!

MOFFEE'S ADVENTURES IS MORE THAN JUST A QUIRKY TALE OF A MISFIT FELLOWSHIP, IT'S A HUMOROUS EXPLORATION OF THE POWER OF INCLUSIVITY AND THE VALUE OF EMBRACING DIFFERENT PERSPECTIVES.

EACH MEMBER OF THE FELLOWSHIP BRINGS WILDLY DIVERSE BACKGROUNDS, PERSONALITIES, AND BELIEFS TO THE TABLE.

DESPITE THEIR DIFFERENCES, OR PERHAPS BECAUSE OF THEM, THEY GROW TOGETHER, LEARNING TO EMBRACE THEIR UNIQUE STRENGTHS AND FLAWS.

AT ITS CORE, THE STORY HIGHLIGHTS THAT TRUE STRENGTH LIES IN UNITY AND THAT UNDERSTANDING OTHERS' POINTS OF VIEW CAN LEAD TO CREATIVE, UNEXPECTED SOLUTIONS.



ON ANOTHER LEVEL, THE SHOW HILARIOUSLY MIRRORS UNIVERSAL FRUSTRATIONS FOUND IN WORKPLACES, CLASSROOMS, AND SPORTS TEAMS.

MOFFEE IS THE CLUELESS LEADER, SWORDY IS THE EXASPERATED "EXPERT" NO ONE LISTENS TO, AND THE FELLOWSHIP IS A TEAM THAT MISINTERPRETS EVERYTHING BUT SOMEHOW STUMBLES TO SUCCESS.

THROUGH HUMOR, HEART, AND HILARIOUSLY CHAOTIC ADVENTURES, MOFFEE'S ADVENTURES REMINDS US THAT OUR DIFFERENCES NOT ONLY MAKE US STRONGER BUT CAN ALSO TURN THE UNLIKELIEST TEAM INTO UNEXPECTED HEROES.

GRAPHISM AND MUSIC TREATMENT:

MINIMALISM ABOVE ALL AND CLEAR TROPES

MOFFEE EMBRACES A SIMPLE YET EFFECTIVE VISUAL STYLE THAT BALANCES CLARITY AND HUMOR WITHOUT OVERCOMPLICATING PRODUCTION. INSPIRED BY THE MINIMALIST YET ICONIC BACKGROUNDS OF SAMURAI JACK, STAR VS. THE FORCES OF EVIL, AND CLASSIC WARNER BROS. CARTOONS, THE FOCUS IS ON HUMOR AND PARODY, NOT FLASHY AESTHETICS...

... KEEPING PRODUCTION EFFICIENT WHILE STILL ALLOWING OUR WANDERING HEROES TO CROSS DIVERSE LANDS USING CLEVER VISUAL TRICKS.

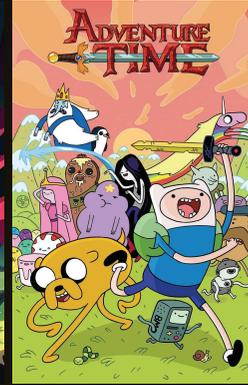
THIS SIMPLICITY EXTENDS TO THE MUSIC: EXPECT LAUGHTER, APPLAUSE, TROMBONES, AND CLARINET MELODIES PUNCTUATING THE ACTION AND JOKES, TURNING EVERY MOMENT INTO A COMEDIC SPECTACLE.



REFERENCES:



GRAVITY FALLS
MYSTERY,
ADVENTURE,
HUMOR.



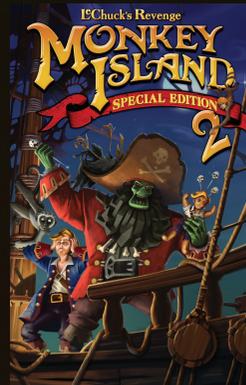
ADVENTURE TIME
HUMOR,
STORYTELLING.



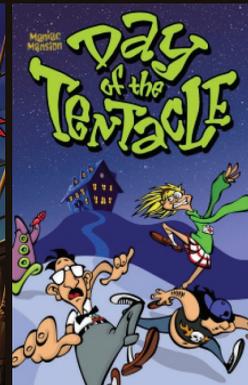
SAMURAI JACK
STYLE, HUMOR.



PRINCE IVANDOE
PARODY OF A
GENRE. NON
VERBAL HUMOR.



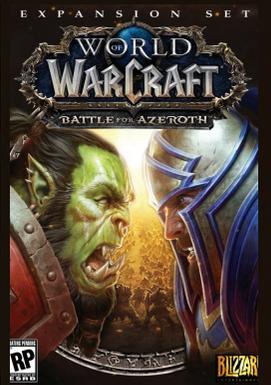
MONKEY ISLAND 2
HUMOR, GRAPHIC
STYLE.



**DAY OF THE
TENTACLE**
HUMOR.



**SAM & MAX HIT
THE ROAD**
STYLE, HUMOR.



WOW
FANTASY,
EPICNESS, 41
MILLIONS USERS.

STORYLINE OF THE ENTIRE SEASON:

ACT 1: THE FELLOWSHIP FORMS

MOFFEE, A CLUELESS MONKEY OBSESSED WITH HIS COFFEE MUG, TAZZINA, STUMBLES UPON AN ANCIENT AND POWERFUL ARTIFACT: SWORDY, THE SWORD OF POWER. SWORDY TRIES TO SEDUCE MOFFEE INTO FREEING THE DEMON TRAPPED INSIDE IT. HOWEVER, MUCH TO SWORDY'S FRUSTRATION, MOFFEE IS COMPLETELY IMMUNE TO ITS MANIPULATIONS.

IN THE MIDST OF THIS, MOFFEE MEETS THE MISFIT COMPANIONS WHO WILL BECOME HIS FELLOWSHIP:

WHARR, A HOT-HEADED ORC PRINCESS EXILED FOR HER IMMATURITY AND RAGE ISSUES, DESPERATE TO PROVE HER WORTH (AND FIND TRUE LOVE).

ISHYE, A NEAR-SIGHTED CYCLOPS PRIESTESS REJECTED BY HER TRIBE DUE TO HER BLURRY PROPHECIES, BUT STILL DETERMINED TO STAY POSITIVE.

ZEEL, AN UNDEAD ORC GENERAL CLAD IN UNICORN-PROOF ARMOR, CAST OUT FOR HIS FAILED STRATEGIES, NOW SEEKING REDEMPTION FOR PAST MISTAKES.

THOUGH NONE OF THEM FULLY UNDERSTAND THE DANGER THEY'RE STEPPING INTO, THEY UNITE UNDER ONE GOAL: TO DELIVER SWORDY TO THE GREAT COUNCIL OF SAGES, WHO WILL DECIDE ITS FATE.



STORYLINE OF THE ENTIRE SEASON:

ACT 2: THE CHAOTIC JOURNEY

THE FELLOWSHIP EMBARKS ON A WILD AND COMEDIC JOURNEY ACROSS BIZARRE LANDS, FACING RIDICULOUS ENEMIES WHO ALL CRAVE THE SWORD'S PROMISE OF INVINCIBILITY.

AS THE FELLOWSHIP NAVIGATES THESE DANGERS, THEIR PERSONAL STRUGGLES AND BACKSTORIES COME TO LIGHT:

WHARR WRESTLES WITH HER INSECURITIES AS AN EXILED PRINCESS, HER IMPULSIVE NATURE, AND HER ENDLESS STRING OF FAILED ROMANCES.

ISHYE BALANCES HER BLURRY VISIONS OF THE FUTURE WITH HER UNWAVERING FAITH AND A SECRET CRUSH ON WHARR.

ZEEL CARRIES THE GUILT OF LEADING WHARR'S FATHER TO HIS DEATH DURING BATTLE AND STRUGGLES WITH HIS FAILED STRATEGIES.

SWORDY CONTINUOUSLY TRIES TO MANIPULATE THE FELLOWSHIP INTO WIELDING IT FOR THEIR OWN SELFISH GAIN, THE FELLOWSHIP'S BOND DEEPENS AS THEY GROW TO UNDERSTAND AND RELY ON ONE ANOTHER'S UNIQUE STRENGTHS AND PERSPECTIVE.

ACT 3: THE GREAT COUNCIL AND THE SHOCKING TRUTH

AFTER NARROWLY SURVIVING COUNTLESS MISADVENTURES, THE FELLOWSHIP FINALLY REACHES THE GREAT COUNCIL OF SAGES.

RENOWNED FOR THEIR WISDOM, THE COUNCIL PROMISES TO SAFELY HANDLE SWORDY AND BRING PEACE TO THE LAND. BUT CRACKS SOON APPEAR IN THEIR BENEVOLENT FACADE.

THE FELLOWSHIP UNCOVERS A SHOCKING TRUTH: THE COUNCIL INTENDS TO USE THE SWORD TO INCITE WAR ACROSS THE CONTINENT AND SEIZE ULTIMATE POWER. SWORDY GLEEFULLY ENCOURAGES THE CHAOS, THRILLED AT THE IDEA OF RETURNING TO ITS DESTRUCTIVE GLORY.

THE FELLOWSHIP REALIZES THEY CAN'T LEAVE THE SWORD IN THE COUNCIL'S HANDS, BUT TAKING IT BACK WOULD MEAN DEFYING THEIR TRIBES AND THE VERY PROPHECY THAT BROUGHT THEM TOGETHER.

THE SEASON ENDS ON A CLIFFHANGER, AS THE FELLOWSHIP ESCAPES THE COUNCIL WHILE SWORDY MOCKS THEM, SAVORING THEIR GROWING DOUBTS AND DISAGREEMENTS. THOUGH FRACTURED, THEIR BOND ISN'T ENTIRELY BROKEN, AND THEIR JOURNEY IS FAR FROM OVER.

WILL THEY FIND A WAY TO PROTECT THE WORLD FROM SWORDY'S POWER, OR WILL THE SWORD'S CHAOS CONSUME THEM ALL?



EPISODE EXAMPLES:

#1 - THE OVERPOLITE GOBLIN CITADEL

THE ADVENTURE KICKS OFF WITH THE FELLOWSHIP CAMPED OUT IN THE MIDDLE OF A MYSTICAL FOREST. WHARR VENTS HER FRUSTRATIONS ABOUT BEING CONSTANTLY UNDERESTIMATED WHILE MOFFEE, DISTRACTED BY A FIREFLY, NODS ALONG ABSENTMINDEDLY. UNBEKNOWNST TO THEM, A SQUAD OF SNEAKY GOBLINS KIDNAPS ISHYE AND ZEEL RIGHT UNDER THEIR NOSES. REALIZING HER COMPANIONS ARE GONE, WHARR BLAMES HERSELF AND RESOLVES TO RESCUE THEM, DRAGGING MOFFEE ALONG FOR THE MISSION.

THE DUO ARRIVES AT THE HEAVILY GUARDED GOBLIN CITADEL. WHARR TRIES HER HAND AT STRATEGY, SUGGESTING THEY POLE VAULT OVER THE WALLS. HOWEVER, HER WARPED SENSE OF PERSPECTIVE RESULTS IN SLAPSTICK FAILURES, A POLE TOO SHORT LANDS HER IN THE MOAT, WHILE AN OVERLY LONG POLE SHOOTS HER INTO THE HORIZON.

SWITCHING TO "PLAN B," WHARR DISGUISES HERSELF AS A TRAVELING MERCHANT (COMPLETE WITH AN UNCONVINCING FAKE MUSTACHE) AND TRIES TO SMUGGLE MOFFEE INTO THE FORTRESS AS "MERCHANDISE." HOWEVER, HER INCREASINGLY RIDICULOUS EXPLANATIONS ABOUT MOFFEE'S ROLE, RANGING FROM "HOUSEHOLD HELPER" TO "COMPANION" TO "PET", ONLY SUCCEED IN OUTRAGING THE GUARDS.

THE GOBLIN ARMY SURROUNDS THEM, AND THE GOBLIN CHIEF MAKES HIS GRAND, HILARIOUSLY UNDERWHELMING ENTRANCE WITH A MASSIVE AXE NAMED BETSY, DESPITE HIS COMICALLY TINY STATURE.

WITH THE HELP OF THE DEMONIC SWORD, SWORDY, THE CHIEF TRANSFORMS INTO A MONSTROUS, MUSCLE-BOUND GIANT. WHARR, INSPIRED BY A "WHAT WOULD ZEEL DO?" MOMENT, ACCIDENTALLY TRIGGERS A CHAOTIC DOMINO EFFECT OF TRAPS, LEADING TO A TAR FOUNTAIN THAT IRONICALLY ENSNARES HER AND MOFFEE INSTEAD OF THE CHIEF. COVERED IN TAR AND MOCKED BY THE GOBLIN ARMY, WHARR REACHES HER BREAKING POINT AND UNLEASHES HER FULL BERSERKER RAGE.

IN AN EPIC DISPLAY OF BRUTE FORCE, WHARR TEARS FREE, DEFEATS THE GOBLIN CHIEF USING HIS OWN SEVERED ARM AS A WEAPON, AND DECIMATES THE GOBLIN ARMY. MOFFEE, ISHYE, AND ZEEL LOOK ON IN STUNNED SILENCE, WHILE SWORDY LAMENTS YET ANOTHER MISSED OPPORTUNITY TO FIND A "WORTHY" WIELDER.

WITH THE FELLOWSHIP REUNITED, ISHYE AND ZEEL COMMEND WHARR ON HER UNEXPECTED WISDOM, PROMPTING HER TO HUMBLY ATTRIBUTE HER SUCCESS TO MOFFEE'S "TEACHING" ABOUT SOLVING PROBLEMS WITH A BIG AXE AND BLIND RAGE. THE GROUP SETS OFF ONCE MORE, BLISSFULLY UNAWARE THAT THEY'RE LIKELY HEADING IN THE WRONG DIRECTION.



EPISODE EXAMPLES:

#2 - THE RAINBOW POTTERY HEIST

IN A WHIMSICAL FOREST, MOFFEE, WITH THE CUP NAMED TAZZINA, STUMBLES UPON A COLORFUL UNICORN IN DESPERATE NEED. THE UNICORN PLEADS WITH MOFFEE TO RETRIEVE THE LEGENDARY RAINBOW POTTERY FROM A FEARSOME TROLL.

WHAT BEGINS AS A HEROIC QUEST QUICKLY SPIRALS INTO CHAOS. MOFFEE, OBLIVIOUS TO THE TRAPS, BUMBLES HIS WAY INTO THE TROLL'S LAIR WHILE HILARIOUSLY CHASING A PESKY BUG. MEANWHILE, THE TROLL, MORE OF A POTTERY ENTHUSIAST THAN A FEARSOME FOE, WELCOMES MOFFEE AS A FELLOW COLLECTOR. THE TWO BOND OVER ENCHANTED POTTERY PIECES WITH MAGICAL, AND ABSURD ABILITIES, FROM SERENADING TEAPOTS TO BANANA-SUMMONING BOWLS.

AS MOFFEE DISTRACTS THE TROLL WITH HIS CLUELESS CHARM, THE UNICORN SEIZES THE MOMENT TO STEAL THE RAINBOW POTTERY, DREAMING OF WORLD DOMINATION. HOWEVER, THANKS TO THE BANANAMANCY BOWL, A SLIPPERY BANANA PEEL MATERIALIZES UNDER THE UNICORN'S HOOVES, SENDING HIM CRASHING TO THE GROUND. THE TROLL AND MOFFEE APPREHEND THE WOULD-BE THIEF IN A FLURRY OF COMICAL CHAOS.

IN A FINAL TWIST, THE UNICORN TRIES TO SHIFT THE BLAME, ACCUSING THE TROLL OF BEING THE REAL THIEF. A SCOOBY-DOO-STYLE MASK REVEAL ENSUES, COMPLETE WITH DISGUISES AND DRAMATIC FINGER-POINTING, LEAVING EVERYONE MORE CONFUSED THAN EVER.

ULTIMATELY, THE TROLL OUTSMARTS THE UNICORN, AND MOFFEE UNKNOWINGLY SAVES THE DAY. AS THE TROLL DELIVERS A WHIMSICAL PUNISHMENT TO THE UNICORN, MOFFEE WALKS OFF, STILL OBLIVIOUS, LEAVING BEHIND A LESSON: EVEN THE SNEAKIEST TRICKSTERS CAN BE OUT-TRICKED.

NARRATOR: "AND SO, EVEN THE SNEAKIEST PLANS CAN SLIP... ON A BANANA PEEL."



EPISODE EXAMPLES:

#3 - THE PEACEFUL HARPIES OF DOOM

THE FELLOWSHIP'S JOURNEY TO THE HIGH COUNCIL TAKES A CHAOTIC DETOUR WHEN AN ANCIENT LICH, DETERMINED TO CLAIM THE SWORD OF POWER, SCATTERS FALSE SIGNS THROUGHOUT THE FOREST TO LURE THEM INTO THE LAIR OF THE "EVIL HARPIES OF DOOM." AT EVERY CROSSROAD, ISHYE'S BLURRY PROPHETIC VISIONS HELP THE GROUP NARROWLY AVOID THE LICH'S TRAP, UNTIL MOFFEE, EVER THE AGENT OF CHAOS, TRIPS AND SPINS A SIGNPOST, LEADING THE FELLOWSHIP STRAIGHT INTO THE LICH'S INTENDED TRAP.

BUT INSTEAD OF A DEADLY AMBUSH, THE GROUP STUMBLES UPON A CHEERFUL HARPY VILLAGE BUSTLING WITH BAKING, GARDENING, AND POTTERY-MAKING RESIDENTS. WHILE THE LICH WATCHES IN DISBELIEF FROM HIS FORTRESS, WHARR STARTS FLIRTING WITH THE HARPIES, ISHYE SECOND-GUESSES HER VISION, AND ZEEL BEGINS DAYDREAMING ABOUT EARLY RETIREMENT.

WHARR (GRINNING): "MAYBE MY TRUE LOVE IS HERE. HEY, HARPY! WANT TO BE MY SOULMATE?"

ISHYE (ANXIOUSLY): "STAY ALERT, WHARR. THIS IS THE PLACE I SAW BURNING IN MY VISION. SOMETHING'S NOT RIGHT."

ZEEL (GESTURING TO THE GROCERY STALLS): "THIS LOOKS LIKE PARADISE. CAN WE STAY FOR A WHILE?"

MEANWHILE, MOFFEE'S ATTENTION IS DRAWN TO THE VILLAGE'S SACRED TREE WITH ITS BANANA-SHAPED BRANCH. A PLAQUE BENEATH THE MAJESTIC ELDER TREE READS: "THE SACRED STICK OF THE PEACEFUL HARPIES," FOLLOWED BY A SMALLER WARNING: "PLEASE DO NOT TOUCH. SERIOUSLY, DON'T." IGNORING SWORDY'S FRANTIC WARNINGS, MOFFEE SNAPS THE BRANCH, IGNITING THE HARPIES' FURY.

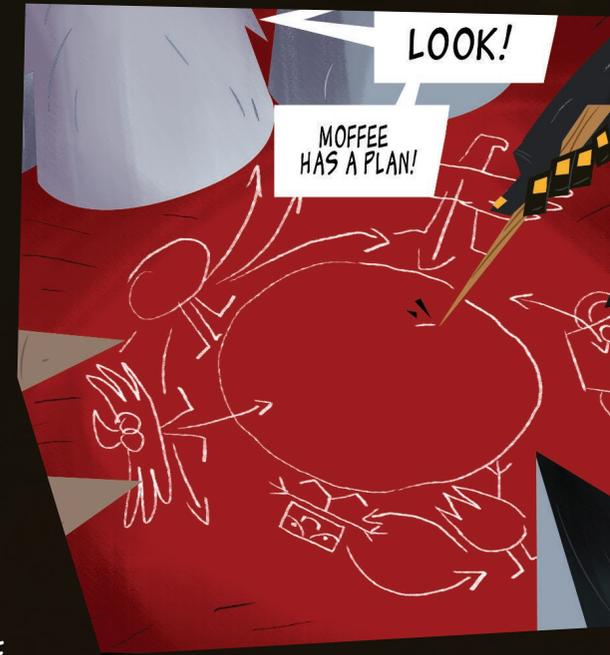
CHAOS ERUPTS AS THE FELLOWSHIP MISTAKES THE SITUATION FOR AN AMBUSH. WHILE THE TEAM VALIANTLY FIGHTS OFF GLITTERY MISSILES AND FEATHERED CHAOS, MOFFEE SITS IN THE MIDDLE OF THE BATTLEFIELD, OBLIVIOUSLY DRAWING IN THE DIRT WITH THE BROKEN BRANCH. THE FELLOWSHIP MISINTERPRETS HIS SKETCH AS A BRILLIANT BATTLE STRATEGY... BUT IN THE END, MOFFEE WAS SIMPLY DRAWING A BANANA.

IN A TWIST OF ABSURDITY, THE HARPY LEADER SMASHES FACE-FIRST INTO MOFFEE'S DIRT DRAWING, ERASING THE "EVIDENCE" OF HIS SO-CALLED GENIUS PLAN AND CRUSHING SWORDY'S LAST HOPE OF PROVING MOFFEE'S INCOMPETENCE. THE FELLOWSHIP, BLISSFULLY UNAWARE OF MOFFEE'S TRUE INTENTIONS, CONGRATULATES HIM ON HIS "BRILLIANT LEADERSHIP." MEANWHILE, THE LICH, PEERING THROUGH HIS CRYSTAL ORB, WATCHES THE DEBACLE UNFOLD.

LICH: "MOFFEE, YOU ARE TRULY AN ADMIRABLE ADVERSARY."

WITH THE HARPY VILLAGE IN RUINS, THE FELLOWSHIP MARCHES ONWARD, LEAVING BEHIND A TRAIL OF GLITTER, SMOKE, AND FURIOUS SURVIVORS.

NARRATOR: "BELIEVE IN YOUR DREAMS, EVEN IF THEY BURN EVERYTHING ALONG THE WAY—AFTER ALL, THE IMPORTANT THING IS CONVINCING YOURSELF THAT WHAT YOU BURNED WAS ON THE WRONG SIDE OF HISTORY!"



CHARACTERS - FELLOWSHIP:

SWORDY

THE DEMONIC SWORD IS A MAGICAL ARTIFACT HOUSING AN ANCIENT DEMON WITH SERIOUS WORLD-ENDING DREAMS AND A FLAIR FOR DRAMA.

WHOEVER WIELDS IT BECOMES INSTANTLY INVINCIBLE... BUT ALSO TAKES AN EXPRESS TRIP TO CRAZY TOWN.

IT ALWAYS TELLS THE TRUTH, YET NO ONE BELIEVES IT—BECAUSE, WELL, IT'S A DEMON.

**SWORDY'S BIGGEST FEAR?
BEING WIELDED
BY A BRAINLESS HERO.**

POWERFUL - AMBITIOUS - TALKATIVE - FRUSTRATED



CHARACTERS - FELLOWSHIP:

MOFFEE

A MONKEY WITH A MYSTERIOUS PAST, WHO HAS NO IDEA WHY HE'S LEADING THE WAY... OR EVEN WHAT THE WAY IS.

MOFFEE EMBODIES THE CONCEPT OF BEING DIFFERENT, WITH HIS VIEW OF THE WORLD FROM HIS UNIQUE PERSPECTIVE.

OH, AND HE'S THE ONLY ONE WHO CAN WIELD THE DEMON SWORD WITHOUT GOING INSANE. WHICH, NATURALLY, DRIVES THE SWORD ABSOLUTELY MAD WITH FRUSTRATION!

**MOFFEE'S BIGGEST FEAR?
BE BETRAYED BY TAZZINA!**



ECCENTRIC - CLUELESS - UNPREDICTABLE

CHARACTERS - FELLOWSHIP:

WHARR

WHARR, THE ORCISH PRINCESS WITH A TEMPER AS BIG AS HER INSECURITIES, EXILED BY HER PEOPLE FOR BOTH, NATURALLY.

IN EVERY EPISODE, SHE'LL TRY (AND HILARIOUSLY FAIL) TO FIND A BOYFRIEND, UNTIL SHE REALIZES SHE'S SECRETLY CRUSHING ON MOFFEE. SADLY, HE'S ALREADY TAKEN... BY A COFFEE CUP NAMED TAZZINA.

DON'T WORRY, SHE'LL DISCOVER HER TRUE SOULMATE IN ISHYE.

WHARR'S BIGGEST FEAR?
FAILING IN LOVE...
WHICH, LET'S BE HONEST, HAPPENS
MORE OFTEN THAN NOT!



IMPULSIVE - INSECURE - FIERCE - CLUMSY IN LOVE

CHARACTERS - FELLOWSHIP:

ISHYE

REJECTED PRIESTESS OF THE CYCLOPS CLAN. VEGAN, NATURE-LOVING, AND ONE WITH THE EARTH... EXCEPT FOR THAT ONE PLANT SHE KEEPS FORGETTING TO WATER.

HER EYESIGHT? NOT GREAT. BUT WITH HER ONE EYE, SHE CAN TOTALLY SEE THE FUTURE.

SECRETLY, SHE'S HEAD OVER (ONLY) HEEL FOR WHARR. UNFORTUNATELY, WHARR FALLS IN LOVE WITH ANYTHING THAT MOVES... AS LONG AS IT'S NOT ISHYE.

ISHYE'S BIGGEST FEAR?
BETRAYING HER BELIEFS...
AND MAYBE RUNNING OUT OF TOFU.

OPTIMISTIC - CALM - SPIRITUAL



CHARACTERS - FELLOWSHIP:

ZEEL

ZEEL, ONCE A PROUD GENERAL OF THE ORC ARMY, NOW... WELL, A BIT MORE ON THE DECOMPOSED SIDE. AFTER DYING AND COMING BACK AS AN UNDEAD, HE WAS PROMPTLY KICKED OUT OF THE ORC CLAN.

OH, AND LET'S NOT FORGET: HIS "BRILLIANT" STRATEGY GOT WHARR'S DAD KILLED. OOPS.

STILL, HE INSISTS ON MENTORING WHARR IN THE FINE ART OF STRATEGY... WITH PREDICTABLY EPIC FAILS EVERY TIME.

ZEEL'S BIGGEST FEAR?
LEADING THE FELLOWSHIP INTO
DISASTER WITH ANOTHER ONE OF HIS
GENIUS PLANS.

CLUMSY STRATEGIST - RARELY WISE - TOTALLY DECOMPOSED



CHARACTERS - FELLOWSHIP:

TAZZINA

TAZZINA IS JUST A MUG. A SIMPLE, ORDINARY OBJECT.

TAZZINA CAN'T TALK. TAZZINA CAN'T THINK. TAZZINA DEFINITELY CAN'T LOVE.

WHO NEEDS DATING APPS WHEN YOU'VE GOT CREATIVITY? JUST SLAP TWO EYES AND A MOUTH ON A PLAIN MUG, AND BOOM... INSTANT SOULMATE!

BECAUSE, REALLY, NOTHING SAYS 'TRUE LOVE' LIKE A CUP WITH A FACE!

TAZZINA'S BIGGEST FEAR?
GETTING BROKEN...
EMOTIONALLY OR LITERALLY!

IMMOVABLE - PORCELAIN - RED



CHARACTERS - NEMESIS:

UN-SHARING LICH

INCLINED TO MONOLOGUE ABOUT HIS EVIL PLANS WELL BEFORE EXECUTING THEM. HIGHLY PRONE TO CACKLING MANIACALLY, DESPITE HIS ANNOYINGLY HIGH-PITCHED VOICE.

HIS ULTIMATE AMBITION? TO CLAIM THE CURSED SWORD AND BRING THE WORLD TO ITS KNEES.

LICH'S BIGGEST FEAR?
HAVING TO SHARE POWER.



POWER HUNGRY - TOXIC COMPETITIVE

CHARACTERS - NEMESIS:

OVERPOLITE GOBLINS

THE OVERPOLITE GOBLINS ARE DEVOUT FOLLOWERS OF THE WAY OF LIFE WHERE EVERY SINGLE ACTION, NO MATTER HOW SMALL, IS FOLLOWED BY A RETROSPECTIVE MEETING.

THESE CREATURES ARE READY TO UNLEASH THEIR SHARP TONGUES AND FINELY-TUNED COMPLAINTS AT THE SLIGHTEST HINT OF ANYTHING LESS THAN EXCESSIVELY POLITE BEHAVIOR.

GOBLINS' BIGGEST FEAR?
BEING JUDGED AS IMPOLITE.



PASSIVE AGGRESSIVE - TOXIC POSITIVITY

CHARACTERS - NEMESIS:

THE UNICORN

THE UNICORN IS A CREATURE OF DAZZLING BEAUTY AND QUESTIONABLE MORALS, LEAVING A GLITZERY TRAIL OF DECEIT WHEREVER IT PRANCES.

HIS GOAL? AMASS ENOUGH WEALTH TO PAY OFF ITS ENDLESS DEBTS AND MAINTAIN ITS EXTRAVAGANT, OVER-THE-TOP LIFESTYLE.

UNICORN'S BIGGEST FEAR?
LOSING ITS LAVISH COMFORTS AND
HAVING TO SETTLE FOR A LIFE OF
SIMPLICITY.

DECEPTIVE - GREEDY



CHARACTERS - NEMESIS:

PORCELAIN TROLL

GIFTED WITH AN ENDLESS STREAM OF WORDS, HE CAN, OR RATHER, WILL, TORTURE ANYONE UNLUCKY ENOUGH TO CROSS HIS PATH WITH EXCRUCIATINGLY LONG MONOLOGUES ABOUT THE DELICATE ART OF PORCELAIN.

OBLIVIOUS TO THE FACT THAT HIS AUDIENCE IS SLOWLY LOSING THE WILL TO LIVE, THEY REMAIN TOO POLITE (OR TOO TERRIFIED) TO INTERRUPT HIM.

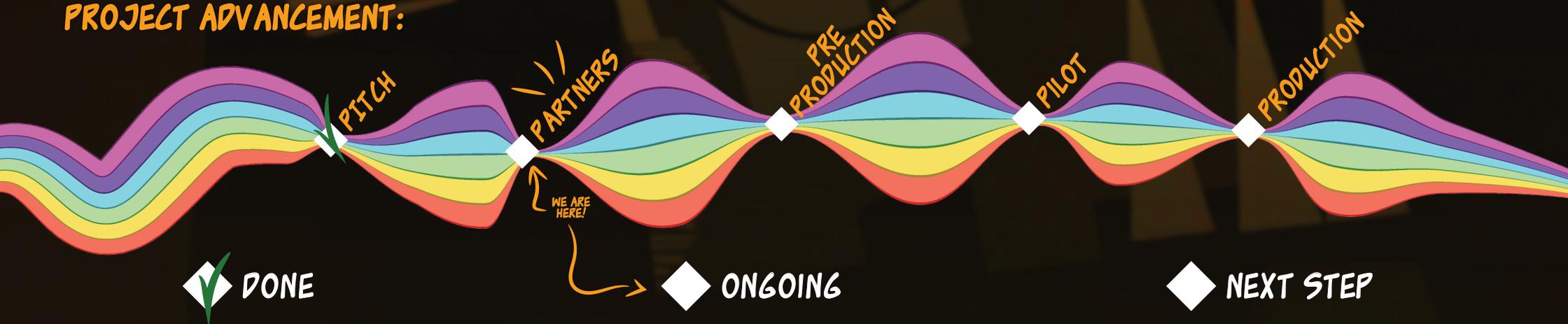
HE LIVES SURROUNDED BY AN IMMENSE PORCELAIN COLLECTION, METICULOUSLY CATALOGED, SPENDING HIS DAYS POLISHING EACH PIECE WHILE DREAMING OF THE ULTIMATE MASTERPIECE.

THE TROLL'S BIGGEST FEAR?
SOMEONE ACCIDENTALLY BREAKING
ONE OF HIS PRECIOUS TEACUPS.

OBSESSED



PROJECT ADVANCEMENT:



PHASE -1: MATERIALS ALREADY PRODUCED

ELEVATED PITCH - A DETAILED PRESENTATION SHOWCASING THE CHARACTERS, MOOD, ATMOSPHERE, AND THE INTENTIONS OF THE PROJECT.

5-MINUTE ANIMATIC SAMPLE - A SHORT EXAMPLE OF THE VISUAL AND NARRATIVE STYLE TO BRING THE CONCEPT TO LIFE.

COMIC-STYLE SCRIPT EXAMPLE - 60 PAGES OF SCREENPLAY, ILLUSTRATED IN COMIC FORMAT, TO VISUALLY CONVEY STORYTELLING AND ARTISTIC DIRECTION.

ELEVATOR PITCH

ELEVATOR VIDEO PITCH

SCREENPLAY COMIC

ANIMATIC EXAMPLE

PHASE 0: FINDING PARTNERS

PRESENT THE PITCH AT FESTIVALS - SHOWCASE THE PROJECT AT ANIMATION, FILM, AND CREATIVE INDUSTRY FESTIVALS TO ATTRACT COLLABORATORS.

ENGAGE POTENTIAL PARTNERS AND INVESTORS - SEEK INVESTORS, PRODUCTION STUDIOS, AND CREATIVE PARTNERS TO JOIN THE JOURNEY AND HELP BRING THE PROJECT TO LIFE.



PHASE 1: PRE-PRODUCTION AND DEVELOPMENT

SCRIPTWRITING FOR THE ENTIRE SERIES - WRITING FINAL SCRIPTS FOR 24 EPISODES.

- **COMIC FOR THE ENTIRE SERIES** - CREATING 30 ILLUSTRATED PAGES PER EPISODE, TOTALING 720 PAGES.
- **ANIMATIC/STORYBOARDING** - BUILDING DETAILED STORYBOARDS AND ANIMATICS TO PRE-VISUALIZE EPISODES.

VISUAL DEVELOPMENT

- **LOCATIONS** - DESIGNING DETAILED ENVIRONMENTS AND KEY BACKGROUND CONCEPTS.
- **CHARACTERS** - INCLUDES TURNAROUNDS, PRE-PRODUCTION ELEMENTS, AND EXPRESSIVE DESIGN EXPLORATION.

SOUND STYLE DEVELOPMENT

- **SOUND STYLE** - CRAFTING THE SOUND DIRECTION AND THEMATIC AUDIO STYLE FOR THE SERIES.

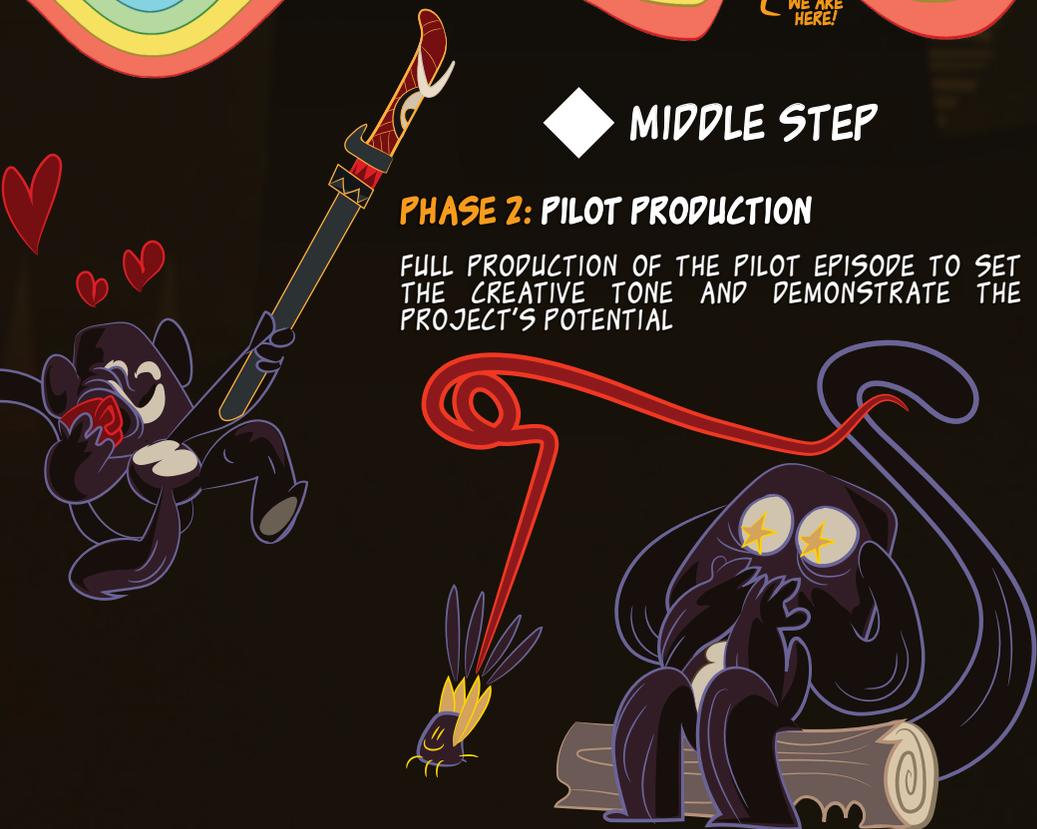
PROJECT ADVANCEMENT:



◆ MIDDLE STEP

PHASE 2: PILOT PRODUCTION

FULL PRODUCTION OF THE PILOT EPISODE TO SET THE CREATIVE TONE AND DEMONSTRATE THE PROJECT'S POTENTIAL



◆ LAST STEP

PHASE 3: PRODUCTION OF THE ENTIRE SERIES

PIPELINE AND OVERHEAD INFRASTRUCTURE SETUP - ESTABLISHING AN EFFICIENT PRODUCTION PIPELINE AND OPERATIONAL INFRASTRUCTURE.

BACKGROUND ART CREATION - FINALIZED AND POLISHED BACKGROUNDS FOR ALL EPISODES.

ANIMATION - PRODUCING HIGH-QUALITY ANIMATIONS FOR EACH EPISODE.

SFX PRODUCTION - CRAFTING ENGAGING SOUND EFFECTS TO COMPLEMENT VISUALS.

VOICE ACTING AND RECORDING - HIGH-QUALITY VOICE-OVER RECORDINGS FOR CHARACTERS AND NARRATION.

EDITING - ASSEMBLING, REFINING, AND POLISHING EPISODES INTO FINISHED PRODUCTS.





CONTACTS:

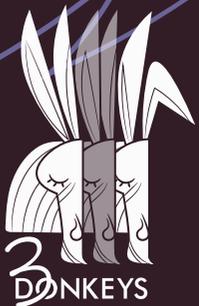
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ELEVATOR PITCH

ELEVATOR VIDEO PITCH

SCREENPLAY COMIC

ANIMATIC EXAMPLE





GAETANO LEONARDI (TANO) IS A VERSATILE CREATIVE WITH OVER 20 YEARS OF EXPERIENCE IN THE ENTERTAINMENT INDUSTRY. HIS EXPERTISE SPANS FROM ART DIRECTION, PITCH WRITING AND PROJECT CONCEPTUALIZATION, CHARACTER DESIGN, TO TEACHING IN BOTH THE VIDEO GAME AND FILM/TV SECTORS. AS AN AUTHOR, HE OWNS OR CO-OWNS SEVERAL ENTERTAINMENT PRODUCTS, INCLUDING "STILL THERE", A VIDEO GAME THAT HAS SOLD OVER 250,000 COPIES. HIS PROJECTS HAVE GARNERED NUMEROUS AWARDS AND NOMINATIONS, INCLUDING SELECTION AT THE CARTOON FORUM FESTIVAL, ADICI, ADI DESIGN INDEX.

