



BIBLE

An adventure comedy for kids aged 5 to 10

52 x 13'

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SMURFTACULAR NEWS : THEY'RE HERE AGAIN !

Peyo's beloved characters are careening back to TV in a brand new, high-voltage, 3D version of this perennial favorite. Using pure Smurf DNA from the comic books, this new series aimed at girls and boys will push the charm and absurdity of the original to greater heights, fitting in perfectly with today's faster-paced times. We're going to present original stories with more complex characters, snappier dialogue, joyful anarchy, and irresistible global appeal for a contemporary audience aged 5 to 10. It will be an explosive box of adventure and humor!

Everyone is showing up for the party, from the wise leader Papa Smurf to know-it-all Brainy, strongman Hefty, adorable Baby, beautiful Smurfette, and of course Jokey, with his box of surprises. And let's not forget their nemesis, the evil wizard Gargamel, and his feline sidekick Azrael, still plotting nefarious ways to annihilate the little blue creatures.

But there's more ...

Who knew that Clumsy was philosophical? That Hefty irons his socks? The Smurfs themselves are now three-dimensional in every way. We will explore their dreams and goals, fears and habits, giving them richer personalities and deepening their relationships. The little scamps still value teamwork, loyalty, and generosity—but each Smurf has his or her particular flaws, too, making them fully-developed beings that the audience can identify with and care about.

We're dialing up the energy to 11, charging this series with a creative, infectious vitality that will fly off the screen. With visual gags, recurring jokes, and cartoon devices, *The Smurfs* will tumble along with the zing and zip that today's kids expect. We will inject the series with suspenseful action sequences, putting our characters into tense or dangerous situations and giving viewers a thrilling rush of fear and adrenaline. The show will also stand out by delivering an ever-present sense of impending *chaos*...this is a universe where everything can go haywire at any moment, and in the most hilarious way.

We are, after all, dealing with 100 unique and unpredictable characters, each one capable of wreaking havoc in his or her own way, and creating a multitude of original stories. Don't smurf out on the ride!

REMEMBER THESE GUYS ?

Blue and small, standing only three apples high, the Smurfs might be hard to tell apart at first. However, each Smurf is a distinct individual with his or her own personality—their names say it all! We will deepen these personalities for more emotional pull and comedic punch.

The stories will involve various combinations of Smurfs, mixing and matching up to 100 different personalities for an endless brew of zaniness and intrigue.

Here are some members of the core group:

Papa Smurf

The charismatic leader of the group, Papa Smurf is the wisest, oldest, and bravest Smurf of all, the big cheese, the one the others all look up to. He keeps the other Smurfs in line, solving their arguments, reprimanding them when necessary, and sometimes losing his temper in the process. In turn, the Smurfs run directly to him whenever there's a crisis, major or minor. His genius is that he's able to change tactics and find a solution to every situation, even as the Smurfs are continually challenging and testing the rules. He might be affected by chaos, but he always remains above it.

Papa does his best to “organize” the ongoing chaos of this community, and when he's not around—or even if he's just busy and distracted—things fall apart pretty quickly.

Although he is 542 years old, Papa Smurf is as energetic as the other Smurfs, who are mere kids at 100. Papa Smurf can do magic, and he keeps a laboratory where he creates potions for a variety of uses—often to get the Smurfs out of a bind. At the second floor of his laboratory, he also has an observatory where he loves to go and study the stars.

Like many parents, Papa dreams of doing something really big. He'd love to make a mark with his magic, or be recognized with an award by the order of magicians. There are hobbies he enjoys, such as walnut tossing or racing snails with Farmer Smurf. But the Smurfs have a talent for interrupting him in his activities, and ultimately he devotes most of his time responding to crises, or coming up with emergency potions to get them out of another fix.

While Papa Smurf is an object of respect, he is also not off limits to the other Smurfs' teasing. They might joke about his age, for example. They are also capable of lying to him or sneaking around to get what they want, though with a nagging feeling of guilt, of course.

If Papa Smurf has a weakness, it's that he can be impatient and short-tempered...but with 99 totally unpredictable Smurfs to watch over, you can't really blame him! He's like a dad with way too many kids, but he loves it that way. Oh, and a nip of fruit brandy from time to time helps.

Smurfette

The first female smurf, Smurfette is smart and capable, a girl that viewers are certain to look up to. She's curious, brave, independent and enterprising, always ready to take part in new adventures.

Smurfette is always trying the newest thing. One week it's Smurf-fu, the next it's stained glass, and then a week later she's doing mime. There are some practical things she feels she should do more of but doesn't always get around to—like clean out her bathroom drawers. If she could have one wish, it would be for more hours in the day, so that she could tackle everything that interests her! This impulsive, distracted quality can also lead to chaos.

She's got a great sense of humor and a knack for the witty comeback. At the same time, she's a sensitive soul with a kind heart and an endless capacity for empathy. She can spend hours in philosophical discussion with Clumsy.

Originally, Smurfette was crafted by Gargamel as a plan to destroy the Smurfs just by being a girl. Then Papa Smurf worked his magic and turned Smurfette into a lovely, loving Smurf and an important member of the clan. Though Smurfette fits in perfectly with the others, she's not afraid to use her long lashes when they can work in her favor—all the while remaining a strong female character, never a cliché.

For a long time, she was the only girl in the Smurf universe, but that's not the case anymore...

Brainy Smurf

Brainy Smurf thinks he's smarter than he really is, and he is *certain* that he's smarter than everyone else. This is a Smurf who does not suffer from self-doubt. In fact, he refuses to admit when he's wrong, and whenever someone proves it, he makes up an excuse.

But even though he's book smart and knows how to spout facts—such as how many inches of rain there were last April—Brainy is not much of an original thinker. He is no genius (but don't try telling him that)—he's not even much of a scientist, though he pretends to be. What he does have is a phenomenal memory, which comes in handy at times. For example, when Papa can't remember exactly how many drops of toad saliva to put into a formula, he'll turn to Brainy.

Brainy follows the rules to a T and wishes the others would, too, giving them long, drawn-out explanations. He wishes at least one Smurf would listen to a lecture of his from start to finish. Smurfette once tried, but fell asleep after 15 minutes.

Brainy considers himself the most responsible member of the band, and has proclaimed himself the right-hand man to Papa Smurf. He's often repeating phrases such as, "Like Papa Smurf always says..." or "Papa Smurf is always right, and when he says that..." (and at times he finishes his sentences with the word, "Right?") The other Smurfs just roll their eyes and find inventive ways to shut him up. One running gag is that they "eject" him from the scene—unseen to the audience, an annoyed Smurf gives him a wallop in the butt, and we see him flying through the air.

Brainy's favorite pastime is reading the encyclopedia and underlining the passages he likes best. He gets around the village (and beyond) as quick as a flash on his own personalized Segway-type "smurfway," which Handy built for him.

Hefty Smurf

Hefty is naturally extra strong, and he believes that with great power comes great responsibility. His bulging muscles make him feel protective of and responsible for his fellow band of Smurfs, even if they don't believe they need protecting. This also means he can lose patience with his tribe's disorderly behavior and constant flirtation with chaos. And though they all respect him, sometimes the others act particularly naughty or extra sloppy, just to test his sense of humor. Unfortunately for Hefty, he falls short in the humor department, taking everything quite literally. He's the straight guy. Also, he has a quick temper and can be a hothead, jumping into action without thinking things through and creating his own brand of chaos.

It's easy to spot Hefty since he isn't modest about his physical prowess and likes to show off by flexing his muscles. He's always happy to lend a helping hand to a fellow Smurf, doing the heavy lifting with a smile.

And yet Hefty doesn't take his strength for granted. He is extremely disciplined about his training, doing laps around the village or pushups on benches. (If Smurfs owned watches, they could set them to his workout schedule!) At home he's a neat freak. Everything is in rows and perfectly clean.

Hefty's biggest weak spot? Smurfette. Whereas all the Smurfs adore Smurfette, Hefty has a huge, secret crush on her—though secret in his mind only. He's very shy around her, fumbling his words and turning bright red.

Vanity Smurf

Vanity is a dandy, proud of his good looks, gazing lovingly at himself in the mirror (even if, apart from the flower he wears on his hat, viewers might not see the difference between him and the other Smurfs).

He adores the trappings of beauty: clothing, fabrics, design—and the other Smurfs turn to him for advice on style and fashion, considering him the undisputed expert. He loves to give advice, whether or not it's asked for: "You're looking a little fatigued. A facial will do you wonders," or "Your cap is slightly askew." It all comes from a good place. Vanity's keen attention to detail can be extremely useful when the Smurfs are in a fix, and sometimes it even saves the day.

If there's a Smurf running late for something—a group meeting, sarsparilla foraging, whatever—it's undoubtedly Vanity, who spends hours getting ready before leaving his house. Once he's out, if he gets a stain on his shoes or trousers, he must go home to change, no matter what. But he'll tell you that looking good takes a lot of hard work, especially when you're over 100 years old. He takes long, luxurious baths and is meticulous about his personal care regimen. He has his own low-impact exercise routine, beauty treatments,

homemade masks and creams, which he sometimes offers to others.

The dance floor is one place where Vanity is always on time. He is a party animal, the first one of the gang to get up and boogie, and his moves are fabulous—everything from waltzing to breakdancing. He's got a distinctive walk, too, filled with rhythm and flourishes.

Clumsy Smurf

Clumsy can't cross a room without falling flat on his face. He is constantly dropping things and tripping over his own feet. If you go to his house, you'll notice he doesn't own anything fragile or made from glass. That's because he breaks stuff all the time—crushing Vanity's flowers, knocking the weights off of Hefty's dumbbells, spilling Chef's stew, and so on. One might think Clumsy would be covered in casts and bandages, but miraculously, he never hurts himself. Sometimes his clumsiness even serves to get the Smurfs out of a bad situation.

Clumsy takes his falls in good stride; it's just part of who he is. However, he can panic when he comes across something like a pile of dishes. He stares at them in a cold sweat, paralyzed—until he moves and inevitably breaks them.

The other Smurfs have grown used to being around Clumsy, surreptitiously helping him steer clear of danger. They take his clumsiness in good stride. Papa Smurf, on the other hand, won't let Clumsy anywhere near his lab.

There is one good reason for Clumsy's two-left-footedness: he's a chronic dreamer who is always asking himself big philosophical questions, such as "When I erase a word, where does it go?" He is curious, filled with wonder and marvel at the world around him. And because he's so busy admiring his surroundings, with his head in the clouds, he forgets to pay attention to what's going on under his feet.

But it's impossible to be angry with Clumsy for long. He might be the most sensitive, kind, and empathetic Smurf of all. The others tend to gravitate to him when they have problems, because he's such a great listener. Clumsy and Smurfette are particularly close, and can sit and talk for ages.

Clumsy is one half of the hapless two-man Fire Brigade, in partnership with Dimwitty.

Handy Smurf

The Smurfs' very own Leonardo da Vinci or Elon Musk, Handy is a builder and extremely creative inventor. This is the guy you call to fix anything—his ears are always alert to the sound of a dripping faucet, which he'll repair in a flash.

An original thinker, he's continually mulling over new inventions. He's an optimist, believing that every problem has a solution, and that he can build it. He loves developing the latest technological innovation, such as a self-driving wheelbarrow or a diaper-changing robot—though all of them remain medieval and "smurfy" in spirit. At times he comes up with an answer to a question nobody asked, like a portable chin rest.

The only problem with Handy's passion is that his contraptions can be so ambitious they're over-engineered, working very well until they create mayhem.

At the same time, he has a practical side and can find a use for anything: "Hmm, this walnut shell would make a great voice transmitter, if I attached some twine..." Because everything has a use, even if it's not immediately apparent, Handy is a hoarder.

Handy likes nothing more than being useful. If he's not tinkering he's lost—his hands have a life of their own, and need to be constantly moving. In fact, he's been known to break things just so he can repair them again.

Generous with his time and belongings, Handy is happy to lend out his stuff, except for his beloved hammers. Don't ask him for one of those. He might have two dozen, all of them identical, but he'll tell you each one has a specific purpose: "This hammer is for iron nails, and this one is for wood pegs, but *this* one is for corners..."

Grouchy Smurf

Long ago—so long ago that nobody can remember—Grouchy Smurf was a more-or-less normal Smurf. But he never got over the incident when a Bzz fly attacked the Smurfs. Maybe he was allergic to the sting. In any case, every single day since then, Grouchy wakes up on the wrong side of the bed. He goes around with a scowl on his face, always part of the gang yet slightly apart, his arms hanging at his side as he mutters to himself about all the things he hates: windmills, dancing, jokes, dragons, picnics, meows, kaboom, olive pit, etceteras, etc.

That pretty much sums up most of what he says—who knows what else goes on in his mind? Because every once in a while, when nobody is looking, he exhibits a secret love for something, like flowers. And he finds it impossible to hide his love for Baby Smurf, who reaches right past Grouchy's wall of grumpiness and puts a little glow into his heart.

The other thing is, even though Grouchy displays a dislike of virtually everything, it doesn't keep him from partaking in Smurf life. He'll go along with the others to fix the dam, show up for parties (even if he won't dance), and do his best to pitch in and help every time there's a community crisis to be solved.

Baby Smurf

The baby was delivered by a stork on a night with a Blue Moon, and immediately embraced by the Smurf community. He sleeps in different houses every night and can often be seen crawling toward one mushroom or another to curl up for the night. He's very independent but, like most babies, he bursts out crying at the wrong time—like when the Smurfs are hiding from Gargamel.

Baby Smurf is smart as a whip and recognizes right from wrong. But, like any Baby, he has a reckless side because he likes to play. And, as with any baby, having fun and being mischievous generally wins out over his sense of danger. But Baby is also astute. There are times – like when his friends are threatened – that his naughtiness comes in handy and he saves the situation.

His outsized curiosity gets him into trouble both big and small. He might get a sarsparilla leaf stuck up his nose, or he might find himself alone (and undetected) in Papa Smurf's lab and

start playing with the magic formulas. Basically, anything goes with Baby—he is a vector of surprises, a ball of spontaneity, a machine for creating chaos.

Still, no one ever gets annoyed at him. His smile and cute round cheeks are just too irresistible. Poet Smurf writes him verses, Handy Smurf spends weeks building him beautiful wooden toys that Baby immediately breaks into pieces, and even Grouchy Smurf has fallen under his charm!

Dimwitty Smurf

Dimwitty Smurf is so dumb, he's too dim to realize how dumb he actually is.

But when it comes to doing chores, Dimwitty is tireless! The problem is that he never does anything correctly. He's full of goodwill and would be the most useful Smurf in the land if only he weren't so darned stupid. You ask him to get apples, he comes back with acorns.

He doesn't talk much, because in mid-sentence, his brain sort of ... goes blank. He'll start a thought and then trail off, only completing it after a long time has passed—sometimes days. "...and that's when I said to myself I better deliver this ice before it melts!" Still, the others accept Dimwitty and work around his stupidity. Papa Smurf often pretends not to see him when he raises his hand to volunteer for a task. And if he should insist on doing something, another Smurf will never be far off, knowing all too well Dimwitty will screw it up somehow.

Dimwitty is the second half of the totally ineffectual two-man Fire Brigade, along with Clumsy.

Lazy Smurf

The Smurfs are a hardworking, industrious lot, except for this guy, who is always sneaking off for a nap on the job. Lazy can't help it. Like a moth to a flame, Lazy is drawn to the perfect napping spot. He's on an endless quest to do nothing—which, as he likes to say, "is really hard work, if you think about it!"

The annoying thing is that every time he settles down, someone like Papa Smurf rouses him from his slumber and instructs him to get back to work. It's infuriating.

Everyone has come to accept Lazy's idleness, more or less. But they do know that when the chips are down, Lazy will stir from his nap and lend a helping hand. "I know what to do!" he might jump up and say, having solved the problem in his sleep. He might not get there fast, but he'll get there.

Does Lazy have any passions that will keep him awake for more than 20 minutes? Well, no—nothing that could measure up to his incredibly rich dream life. He'd tell you his dreams, if only he could find the energy to do so.

Jokey Smurf

For Jokey, every day is April Fool's Day—and why shouldn't it be? "Who doesn't like a good joke?" is his motto. Like the class clown who is always *on*, Jokey is continually trying out gags and pratfalls: wearing silly masks, dropping fake spiders, short-sheeting beds. When they

work, he's the one laughing the loudest. And when the others aren't howling, he thinks it's because they have no sense of humor.

In Jokey's eyes, nothing is sacred and there's no inappropriate time for a good laugh. He does have quieter, more serious moments, but they never last for long.

Jokey's all-time favorite gag is a gift box that explodes in the recipient's face. He can't get enough of playing that trick. And even though the other Smurfs know what he's up to, they still can't avoid it. That infernal box always ends up in someone's hands!

Thinking laughter is the cure for everything, Jokey has a closet filled with an endless supply of joke boxes, each labeled with the occasion it's perfect for: birthdays, christenings, bon voyage parties, Tuesdays at 9 am... He believes that he's doing the world a service by keeping things light.

However, if another Smurf tells a joke, Jokey probably won't laugh. He doesn't think anybody else is as funny as him. And though he never gets enough of playing jokes on others, he can't stand it when the joke's on him. Jokey is thin-skinned and hates being made to feel like a fool.

An endless source of sneaky ideas, Jokey is responsible for a lot of the troublemaking that takes place in Smurf village.

Harmony Smurf

He's the one always humming a tune, whistling a melody, or playing an instrument. You can't miss him. Harmony considers himself an incredible musician and thinks he can play every instrument ever invented. However, the sad truth is that he plays every one out of tune. He loves his own compositions, blissfully unaware that all the other Smurfs are cringing and plugging their ears. Then again, the rare times he does compose something harmonious he will probably discard it, convinced that it's rubbish.

Greedy Smurf

This guy can't stop eating. Hide your cakes, your cookies, your sarsaparilla, because Greedy will want a bite. He's a glutton whose belly is never full. And if his favorite foods aren't around he'll eat *anything*—moldy cheese, suspicious-looking mushrooms, unidentified crumbs laying on the table... Greedy is constantly pestering Chef Smurf about the dinner menu. "What are we eating tonight? I'd better taste it, just in case." And if Chef turns his back, you can bet Greedy will whisk away the platter, forcing Chef to chase him.

Chef Smurf

Chef Smurf is the master of the kitchen, the Smurf that everybody loves. There's nothing Chef can't cook or bake or whip up, though sometimes his choices are a bit experimental. Always trying to be inventive, Chef will push the boundaries of cuisine, presenting his fellow Smurfs with elaborate dishes, like the time he made slow-baked cauliflower with pickled rosehips and fermented sheep's milk. Frankly, the Smurfs would have been just as happy with raw cauliflower, plain and simple. No need for all that other stuff. Where Chef does excel is with his cakes and tarts. His reputation is untouchable in this domain and he guards his recipes preciously.

Farmer Smurf

It's thanks to Farmer Smurf that Chef's meals are so good. How delicious can a cake be if the ingredients aren't the best? He's in charge of growing and harvesting all the food the Smurfs eat, and he takes his job very seriously, always talking to his crops to help them grow.

"Pumpkin, you're perfectly round!" No matter whom he's talking to, he does it in a fun, "farming flavored" language. Farmer Smurf is also the go-to-guy if you have a question on plants and how to grow things. Additionally, he's the village weatherman, able to read signs in the wind of upcoming storms, heat waves, or chills in the air. You can see him in the mornings, searching the skies for clues to the weather that day. It's rare that he ever gets it wrong.

Farmer Smurf has one other passion beyond his garden: snail racing. He has a stable of snails that he has raised and trained to become the best racers in the land. He can't understand why nobody else is as excited about his little purebreds as he is.

Farmer also owns a very practical tractor, which he uses to get around.

Poet Smurf

The village scribe, a pensive Smurf who writes poetry and talks in rhyme every time he opens his mouth—except in the gravest emergencies. He enjoys composing odes to various things, and occasionally he writes stories and plays as well. Poet carries a feather quill, or sometimes a harp, and he rolls his "r"s when he speaks.

Scaredy Smurf

It doesn't take much to get Scaredy Smurf shaking in his boots—anything from a thunderstorm to a butterfly will send him hiding under the carpet, his teeth chattering in fear. Sometimes he faints when startled (the other Smurfs love jumping out from behind bushes just to watch him keel over). A team player like the others, Scaredy Smurf will join along in group rescue missions, but he never volunteers to go first, and you'll always find him trailing at the back of the pack. Needless to say, he's terrified of Gargamel and Azrael.

Tailor Smurf

With his trusty tape measure around his neck and a pins sticking out of his cap, Tailor Smurf is the maker and repairer of the Smurfs' clothes. Though the Smurfs are all the same size or, like Baby Smurf, never grow any bigger, Tailor never sews a single stitch before diligently taking each Smurf's measurements. He is extremely proud of every new outfit he creates, even if it looks exactly like all the others. Obviously, the others don't have the fine eye for detail that he does!

Painter Smurf

The Smurf village artist, responsible for painting the Smurfs' portraits. He can often be found in a clearing with his easel, painting landscapes. Sometimes he dabbles in sculpture, too. He wears a painter's smock and a neck kerchief.

Timid Smurf

Extremely shy and quiet. It's quite possible that nobody has ever heard his voice.

Sneezy Smurf (aka Sickly Smurf)

This Smurf has had the flu for hundreds of years, and never gets any better. He shivers perpetually, even though he's wrapped in layers of clothing. And he sneezes all the time.

Wild Smurf

Living in the forest in his treetop fort, apart from the Smurf village, Wild Smurf is an untamed loner. This is the only life he knows, because he was raised by squirrels after being accidentally dropped in the forest by a stork as a baby.

Wild is a bundle of untamed, boundless energy. Like a little Tarzan, he prefers to be free—swinging on vines, climbing trees, or riding the river rapids. He is the beast in all of us, the id unleashed. He's always up for anything—even playing a few jokes on Smurfs if the moment presents itself.

He gets along fine with his fellow Smurfs and may stop by the village from time to time, but he could never live there full-time. Too many rules, too much routine, not enough adventure—which says a lot, since there's always something going on in Smurf Village! Most of the Smurfs find him particularly amusing because he is so unpredictable, but he and Hefty have a different relationship. There's a hint of competition between those two, so when they meet in the forest, they eye each other warily. "I'll take care of that" Hefty will boast. "No, me do." Wild Smurf will reply.

Wild Smurf speaks his own tongue, which he learned from the squirrels, though he has picked up enough of the Smurf language to carry on a primitive conversation with them.

Due to his free-form upbringing, Wild always brings an unusual perspective to any situation. Agile and stealthy, he is a key asset for any rescue mission or trip to Gargamel's castle. There's no place he can't sneak into, and he has a talent for going still and blending into his surroundings, becoming practically invisible. His upbringing among wild animals has made him totally fearless. Plus, his hearing is fine-tuned, so don't try to whisper something behind his back...he'll hear you.

Smurflings

In addition to the 100 Smurfs in the village, there are four Smurflings, who are younger than the others, due to an incident with Father Time's backwards-running grandfather clock. There are three males and one female. The Smurflings incarnate the rebellious spirit of the Smurfs, and can be as insolent and unpredictable as teenagers. They have a rock band and provide the music at celebrations, as well as musical accompaniment to underscore a mood or as a comedic cutaway in stories.

They are:

Nat – dressed in brown overalls and a straw hat, is a lover of nature and a dear friend to all animals

Snappy – wears a yellow shirt with a storm cloud, is easily irritable and also considers himself the group leader

Slouchy – wears a red shirt and droopy hat and is quite laid back

Sassette – the only female of the four, she has red braids and an equally fiery temperament. She idolizes Storm, who is her mentor, and tells anybody who will listen that she will grow up to be just like Storm.

THE NEW GIRLS ON THE BLOCK

Whereas Smurfette has always been the only female living among the Smurfs, they've recently discovered a whole new *tribe* of girls. They live in a heretofore lost village, Smurfy Grove, far away on the other side of the forest. (We will refer to Smurfy Grove but viewers will not actually see it.)

Of course, even though this village was unknown to the male Smurfs for the longest time, the girls never felt the least bit "lost." They are perfectly self-sufficient, and were doing just fine in their own little universe.

However, now that the two worlds are aware of each other, they are friendly and respectful, helping each other when they can, and spending social time together.

The Smurfs sometimes ask the female Smurfs to come help with a situation or pay a visit, and the girls make the long trip by stork.

Note: If the girls are in a story or even walking around the village it must be for a specific reason; their presence has to be justified by the narrative. And it must be clear that they don't live in Smurf village, though we never see Smurfy Grove.

The female Smurfs remain somewhat mysterious and confusing to their male neighbors. Just like kids, the girls have grown up faster and have a maturity that the boys sometimes lack. But they are also wild, inventive, and very physical, with their own strange rituals: competing against each other on stick horses, foot wrestling, playing mud football, and playing music in an air symphony. This surprising quality means that the girls are experts at bringing unlikely solutions to entangled situations.

Smurfy Grove offers a slew of new personalities to the series. Some of the core characters here include:

Willow, the girls' leader and the female equivalent of Papa Smurf. Wise, strong, brave, and funny, she's the matriarch, someone the others trust and look up to. She and Papa have a gentle ongoing rivalry, sending little verbal barbs each other's way.

Storm, the fiercest member of the village, is an expert markswoman, an outstanding athlete, and highly protective of her band. She's also slow to trust others, and still isn't sure what to think of Smurfette, not to mention those boys...

Blossom is the cheerleader, overflowing with positive energy. She's extremely talkative, energetic—even exhausting. Blossom gets excited about everything and shows it, bouncing around and talking a mile a minute.

Lily is very smart and practical, never acts without thinking something through, and has little patience for silliness. She tells it like it is, and pulls no punches.

Smurfette's relationship with the girls is uneven. There are some girls she gets along with great, such as Blossom. With others, it's more prickly. Storm, for example, can't quite get over her distrust of Smurfette's origins. And though Smurfette tries to rise above any feelings of competition, and always *wanted* other girls around, she's not entirely comfortable with the idea of no longer being the sole female. Once she was special, now she's less so—or so she thinks...

BAD GUYS and POTENTIALLY DANGEROUS ELEMENTS

Gargamel

Gargamel is a conniving, evil human wizard, driven by a desire for riches and power as well as a bottomless thirst to capture Smurfs. This fixation started long ago when he dreamed of putting a Smurf into his cauldron to make a philosopher's stone, which turns lead into gold. After being repeatedly frustrated and humiliated by the Smurfs, his preoccupation has hardened into an obsession. In fact, he couldn't even tell you exactly why he hates them anymore, just that they make his blood boil, and that he wakes up in the morning scheming about how to locate their hidden village and obliterate them all.

He is the greatest threat to the Smurfs' existence (though not the only one). They know that he is extremely dangerous and try to avoid him at all costs, fleeing or hiding whenever he appears. And yet—there are times that they desperately need something from his castle, such as a page from his spell book, *The Great Book of Spells*, and they summon the courage to go get it, knowing they'll be in deep trouble if they're caught. Fortunately, their cleverness means they come up with ingenious ways to escape his grasp.

The Smurfs are also lucky in that Gargamel is sloppy and tends to overreach in his ambition, creating super-complicated traps and outrageous strategies for catching them. Sometimes they work, sometimes they don't.

The rare times that the Smurfs find themselves in a position of power over Gargamel—if he's knocked out, or tied up with rope, or has turned himself into a small creature to infiltrate their ranks—their natural kindness and eternal optimism leads them to release him, thinking, "Maybe, just maybe, he's capable of change." Gargamel always lets them down.

Gargamel can do magic, but he's not the best wizard around. In the greater community of wizards and witches he's considered a bit of a laughing stock, and there are many complaints about his uneven magic skills. His mother, known simply as "Mummy," is a witch who drops in unannounced to nag at him and cook inedible dinners. She judges him harshly and will never get over her disappointment in his lousy performance at Wizard School. Deep down inside, Gargamel dreams of getting respect from the whole wide world, especially his mother.

He's also a cheapskate who refuses to spend a single cent beyond the absolute minimum. He eats the lowliest cuts of meat, steals pennies from beggars, and bathes infrequently, taking a warped pleasure in seeing how long he can go without a shower. His manners are atrocious—this is one fellow you really don't want to be sitting across from at dinner!

Azrael

Azrael the cat is Gargamel's sole companion and confidant, and has been stuck with him ever since he was a kitten. He understands what is said to him, and is very, very smart—maybe even more so than his master. But like any cat, he doesn't listen to his master, because he knows better. Gargamel can be very talkative, but it's all just white noise to him.

Azrael has a serious dose of cattitude, rolling his eyes at Gargamel's convoluted plans, or yawning when Gargamel is in trouble—although most of the time he'll stir himself (reluctantly) to save his master at the very last minute. But Azrael, deep down, seeks Gargamel's approval and strives to get the credit he deserves. So when he sees the solution to a problem that Gargamel is puzzling over, he'll try to show his master the right way by pointing, gesticulating wildly, but to no avail. Gargamel will find the answer himself and think of Azrael as clueless. "You're lucky you have a genius as your master, Azrael. Without me, you'd be lost." This comic misery will be a key way for the audience to identify with Azrael. Who hasn't suffered this injustice?

Azrael and Gargamel share a very transactional relationship. Gargamel needs company and someone he can boss around to compensate for his feelings of inadequacy. Azrael needs a roof over his head and regular meals. Unfortunately for him, Gargamel's stinginess extends to Azrael's food—he expects the cat to catch its own dinner. And when he's obliged to feed him, he gives Azrael the cheapest stuff around, like the meat in the fridge that's starting to go moldy. Underneath this practical arrangement, however, there is a certain affection that has come from time and proximity.

Azrael is a cruel cat, and dangerous to the Smurfs. But what drives him is different from what drives Gargamel. He dreams of eating one or more of them and practices catching prey by trapping and toying with the mice in the castle. In fact, he's one of those cats that would chow down his master if only he were bigger.

When he's particularly annoyed at Gargamel, he's capable of ignoring his calls for help, or even freeing the Smurfs just for spite. Azrael's greatest loyalty is to himself, and his goals are always selfish, so we can never really guess how he will act or where his interests will lie. It's a perpetual surprise.

Gargamel's Mother

If you want to understand why Gargamel is such a killjoy, just look at his mom, whom he calls "Mummy." She's not exactly warm and loving, and she makes little effort to hide her disappointment in what her son has become. She is a witch who also performs magic, and she can't believe her son turned out to be such a lousy magician. Frankly, he's an embarrassment.

As far as his obsession with the Smurfs, she doesn't understand what is driving him, and finds the whole thing ridiculous—why spend your life and energy running around after little blue elves? She considers the Smurfs like rodents—annoying, but harmless.

Sometimes she drops by to visit Gargamel at home. He is never too thrilled to see her, especially since his mother can't seem to hold back from making comments that wound his terrible pride.

The Ogre, named "Big Mouth"

Another dangerous resident of the forest, Big Mouth is as big as he is stupid, with a voracious appetite and the capacity to eat everything from rocks to horseshoes. This bottomless hunger is the reason he is a menace to the Smurfs, who appear to him like 100

tasty little morsels. There are some moments when the ogre is not hungry, rendering him temporarily safe to be around—though still incredibly dumb.

The Bear(s)

There is a bear living in the woods who isn't naturally nasty yet can pose a threat to Gargamel as well as to the Smurfs, lunging and attacking if someone crosses him while he's sleeping or flirting. This bear is highly flirtatious and spends an inordinate amount of time canoodling with a female bear behind the bushes or in caves. Nothing makes him angrier and more dangerous than being interrupted by a third party while whispering sweet nothings into his lady bear's ear.

MAGICAL and MYTHICAL FIGURES

Mother Nature

Mother Nature is younger than we might expect, and a little bit flighty. Like the weather, she's energetic and extremely volatile, prone to mood swings. She's also easily distracted, so don't count on her to remember too much. Sometimes she makes sloppy errors in managing nature. She is friendly with the Smurfs, albeit unpredictable. She has a human appearance.

Gargamel & Papa Smurf

Gargamel and Papa Smurf each belong to their own society of sorcerers. Gargamel's specializes in black magic, while Papa Smurf's are of the kinder sort.

They might see their colleagues at annual secret meetings such as the Wizard's Convention. We'll never see their colleagues or superiors but they can use magic balls to say hello, chat magic, or (in Gargamel's case) check on their performance.

Both Papa Smurf & Gargamel can sometimes order magic supplies to the Wizard Council shop, the Magic Boutique (we won't see it, as they'll place orders using magic balls).

IT TAKES A VILLAGE

The Smurfs live together in their lovely little village, a place that seems totally idyllic and tranquil at first glance. But look closer, and you'll see that this place is bubbling with energy and potential mayhem. Viewers will be constantly surprised as stories veer left and right, slowing down and speeding up like a wheelbarrow out of control. This crazy village life is like a character in and of itself.

Smurfs have a true sense of community and they find strength in unity. They share rituals (Monday night smurfball), tasks (stocking food for the winter), and more celebrations than one can count.

And yet, at times they get on one another's nerves or argue. It's normal. They're not afraid to yell, call each other names, or physically tussle, but when the chips are down, they know that each and every Smurf would risk his life for the others.

Our little friends speak their own particular language, that any small viewer will smurfily understand. Example: "This sarsparilla is smurfalicious!" Or: "Dimwitty, could you smurf me that hammer?"

Aside from Gargamel and his Mother, there aren't many humans in the Smurfs' daily world. People do live in a nearby town where the Smurfs could go, though they tend to avoid it (we'll never see the "human village").

ENVIRONMENT : THE VILLAGE and THE BIG PICTURE

The heart of our story is the vibrant, colorful little Smurf Village, constantly abuzz with activity and excitement. It's chaotic but warm and safe, too.

Within the village, each Smurf lives in his or her own individual mushroom house. Other locations in the village include the firehouse, where the fire brigade (Clumsy and Dimwitty) keep their truck ready for any emergency.

Adjacent to the Fire House is the town bell. Normally, this bell can only be rung by Papa Smurf, but from time to time, if the situation warrants it, another Smurf will ring it to warn of impending danger. Of course, when the Fire Brigade hears the bell, they're out in a flash and circling the village wildly, looking for the emergency.

Papa Smurf does his magic experiments in a laboratory that is OFF LIMITS to most of the other Smurfs (even if they're often busting in on him with a crisis, or else sneaking in while he's away to create a potion they need). Papa Smurf also keeps an observatory where he can go to observe the stars.

Farmer Smurf has his vegetable patch and also a snail farm where he breeds snails to be the best and fastest racers around.

There's a well where the Smurfs collect water (which doubles as a good place to hide) and a storehouse where they store provisions for the winter (which doubles as a good place to lock someone up).

Chef has a kitchen where he prepares meals for the entire village. The Smurfs tend to eat at large picnic tables outdoors. They are vegetarians, eating mostly plants, mushrooms, and berries they find in the forest, which Chef turns into stews, flans, juices, etc. Their favorite food is sarsaparilla, which they treat themselves to on special occasions.

Beyond the village there's a whole wide world, a rich environment filled with beauty and menace in equal parts. The hamlet of mushroom houses is nestled between mountains and a vast forest, with a river running lazily along the edge of the woods. Paths lead outward from the village to the river with its bridges, a little swimming pond, the waterfall in the mountains, the sarsaparilla field, and the forest.

One of the Smurf's beloved spots is the nearby lake, created by a dam in the river that they often repair. (When he wants them to leave him alone, Papa Smurf instructs: "Now go fix the dam!") They spend a lot of time here doing water sports, and their friends the storks build nests in the marshy end.

The forest is filled with flora and fauna, some recognizable and some more exotic. The Smurfs are conscientious stewards of the forest and its wildlife, interacting with rabbits, butterflies, storks and the like. But the forest also contains danger. One part, near Gargamel's hovel, is thick with trees and bushes where little sunlight makes its way to the ground. There are certain animals (and the odd ogre) who wouldn't mind eating a small blue creature for dinner, and the Smurfs have quick getaways and hiding spots for this very reason.

On the other side of the forest lies Gargamel's dark, foreboding hovel that the Smurfs avoid at all costs, yet still have a knack for stumbling upon. The hovel is a mess inside. Gargamel has a big cauldron and several cages where he locks up the Smurfs whenever he catches them.

Another abandoned tower in the woods is a creepy but fun place to play hide and seek.

And farther away, in a very distant part of the forest, there's Smurfy Grove, a hidden village where the tribe of female Smurfs live (We'll never see it). It's too far for the two communities to just drop in on each other and borrow salt, but they make an effort to get together for celebrations. At times the Smurfs summon the girls when they need assistance with a situation.

In the other direction lies a medieval village, Le Bourg, populated with human beings. Smurfs don't go there.

Rarely do the Smurfs hike up into the mountains, which are steep and snow-capped. However, there's a cool Canyon area with a zip vine and dizzying cliffs, and one of the caves is the only place you can find blue clay to make Smurfs—that is, if you're a wizard.

THE TONE : FRESH, FRENETIC and SMURFUNNY

This series will be fast-paced and funny, with the same feel-good energy that jumps off the pages of the comic books, translated to television. The audience will find rousing adventures, absurd situations, witty dialogue, one-liners, recurring gags (Dimwitty's chronic confusion, Grouchy's dislike of everything, Fire brigade rushing in a flash for no emergency cases, Brainy being "kicked off" while speaking as "Mister know-it-all" ...), and slapstick "squash and stretch" humor. We will inject the series with enough self-aware humor that adults can giggle, too.

With the Smurfs' unpredictable natures, a potential for chaos looms over everything, keeping viewers on the edge of their seats. Small problems will spin out of control into pandemonium, a climax, and a resolution. But ultimately this is a happy, safe environment, so even when they run into trouble we know that they will always figure things out and be okay.

A SAMPLING OF STORIES - ONCE UPON A SMURF...

CLUMSY NOT CLUMSY

After Gargamel captures Clumsy, he shows him a magic amulet that makes individuals the opposite of what they are. Clumsy steals the amulet and runs back to the village to show off his newfound grace. What Clumsy doesn't know is that this was a setup: the ring is a tracker system that will guide Gargamel to the Smurf village. The Smurfs all marvel at Clumsy's transformation and start fighting over wearing the amulet and seeing what it's like to be completely different. Lazy can't stop working! Dimwitty is smarter than Brainy! Grouchy starts to smile! In the meantime, Gargamel is getting closer...

WHO NOSE ?

One day Hefty decides that his nose is way too big for his head, which is why Smurfette doesn't respond to his love. When Papa Smurf refuses to give him a "nose smurf," he and a few other Smurfs head off to Gargamel's hovel to steal the recipe for a reducing potion. However, the potion turns Hefty into a giant blue blobby nose, snorting and stomping all over Smurf village and looking to inhale Smurfette – which he does. Papa Smurf comes up with a plan to spray the nose with pepper so that it sneezes out Smurfette (and Dimwitty, also inhaled). Turned back to his normal self, Hefty realizes that he's fine just the way he is.

DIAPER DADDY

Handy Smurf creates a diaper-changing robot, Diaper Daddy, so the Smurfs don't have to change Baby Smurf's diaper anymore. But it's a disaster when the machine malfunctions and starts to think it is Baby Smurf's mother and protector. It refuses to let anyone else near, whisking him away into the woods. It's up to Grouchy, who has a special bond with Baby, to save the day and get him back in their arms.

SMURF-FU

When Brainy is swallowed by a snake, Smurfette is the only one who can save him, because she's been studying "Smurf-fu for Dummies." Impressed, the others beg her to teach them. She tries to, but she has little patience. And she wants them to understand that each Smurf must learn how to fend for himself without counting on the others (even though Hefty tries to explain to her that the Smurfs will always be there for one another). The Smurfs all fail horribly at Smurf-fu. Then Jokey and a few cohorts decide to teach Smurfette a lesson by scaring her. Nothing works, until Dimwitty goes to get the ogre, who is truly terrifying. This plan backfires – the ogre turns the small group of Smurfs into a sandwich. Meanwhile, Smurfette doesn't believe they are in trouble, and goes to find them, ending up as part of the Smurf sandwich. Just as the ogre is about to bite into them all, the rest of the Smurfs arrive and work together for a grand rescue.

JOKE'S ON YOU

Vanity decides he's sick and tired of Jokey's exploding box, and convinces a few other Smurfs to help him give Jokey a taste of his own medicine by using Papa Smurf's magic to make the biggest exploding box ever. Jokey opens it and it explodes to reveal two Mini Jokeys! Each one has a box that creates two more, until there are 100 Mini Jokeys running around and wreaking havoc on the village. Papa Smurf instructs Vanity and Jokey to get the Minis under control, but instead, the Mini Jokeys tie them to a tree in the forest and prepare to send Papa Smurf to the moon on a rocket. Gargamel finds the two Smurfs tied to the tree. They lead him through the Forest, where he finds Mini Jokeys and starts stuffing into his bag, thinking they are real Smurfs. Papa Smurf, Jokey and Vanity escape on the rocket just in time, while the Mini Jokeys explode into nothingness and Gargamel is knocked silly by the explosion.

KITCHEN KLUTZ

Clumsy saves Chef's life, and so Chef offers to do anything he'd like in return. He'll bake him a special cake! He'll give him free meals! However...what Clumsy REALLY wants is to be Chef's sous-chef and work in the kitchen. It's a disaster. There's yucky stuff in the food (including a stray tooth), the wrong ingredients in the cake, half the dishes get dropped on the ground, everybody gets food poisoning. The Smurfs all rebel and insist that Chef fire Clumsy. But how can you fire somebody who saved your life?

MANNERS MATTER

Papa Smurf is having all the Smurfs clean the village, putting it in tip top shape. Mother Nature is coming for a visit and word has it she's a stickler for cleanliness and etiquette. Since she's the new Mother Nature (the former one retired), it's doubly important the Smurfs make a good impression. But when the Smurfs sit down for their afternoon meal, Papa Smurf sees just how bad their manners are. They're total slobs! This won't do, so he calls in Willow, Storm, Lily, and Blossom to help whip them into shape. But Papa discovers their manners are really odd and strange and have nothing to do with proper etiquette. It's a catastrophe! But it's too late to fix since Mother Nature arrives on time. At dinner, things get worse when one Smurf starts burping - triggering a burp fest. Luckily, Mother Nature is hip and she ends up showing the Smurfs what a real burp sounds like.

THE SCARIEST SMURF

The Smurfs are excited, getting ready for the yearly Halloween party. Every Smurf is dressing in costume except Scaredy Smurf, of course. He loathes Halloween. But while he delivers some magic potions across the village for Papa Smurf, Jokey jumps out and scares him. Terrified, Scaredy runs and hides in Handy's workshop where he drops the potions. There's a small explosion and Scaredy disappears. A monster made of bits and pieces of Handy past inventions gets out of the workshop and starts to chase the Smurfs who run into the forest, terrified. Chasing after them, the monster finds himself by accident coming face to face with Gargamel. He screams and flees back to the village in terror. Seeing this, the Smurfs wonder what kind of monster would be afraid of Gargamel? Back at the village, they realize Scaredy is missing, and the monster is desperately trying to enter his house. Putting two and two together the Smurfs realize the monster and Scaredy are one and the same. Papa Smurf brings him to his lab, promising to turn him back to normal.