

THE SMURFS!
BIBLE ADDITIONS
Season 3
June 21, 2022

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The Smurfs are back for Season Three! The chaos and hilarity of our beloved blue troublemakers takes up where it left off, and with new characters and elements bringing even more fun to the mix. Not only will we rediscover the original 100 Smurfs but we will also meet new female Smurfs, each with her own specific trait and unforgettable personality. These new girls will provide a burst of comedic energy as they complicate daily life for Papa Smurf and Willow, while confusing and disrupting Gargamel's evil plans.

In addition to the new girls, there are a few more villains, posing additional threats to the Smurfs. Naturally, Gargamel will still reign as king villain, but he will be joined by his niece and nephew, who are often dropped off at his hovel to spend the weekend. These two pre-teens are nothing but trouble for the Smurfs—and for Gargamel, too. An inept wizard, he is an even more clueless uncle, not understanding the first thing about kids.

Not far from Gargamel's hovel, we will have the addition of the Murky Marsh, a place deep in the forest that the Smurfs try their best to avoid. It is super creepy, and the mist that envelopes the dead trees has mysterious powers, both real and imagined.

Living in the marsh is a strange little fairy who has allegiance to no one but herself. She is unpredictable and dangerous to anybody who mistakenly ends up on her bad side.

And then there's Spike, a young dragon who lives in a cave. Practically all the Smurfs walk on tippy toes around Spike, afraid of his "bark" and his ice cold breath that can freeze you solid. One Smurf, however, Lily, thinks he is the sweetest beast in the land.

These new elements will enrich the colorful universe of Peyo's Smurfs with novel adventures and brand new comedic situations. Smurf your seatbelts and get ready for the ride!

NEW LOCATIONS

THE MARSH

Known as the Murky Marsh, this spot deep in the forest is a place the Smurfs try to avoid at any cost. The skies overhead are the color of sadness. Dead trees dot the landscape and surround a misty marsh. This is a spot that makes your skin crawl and your hair stand on end, and sends shivers down your spine.

Should you find yourself there, you might hear whispering voices echo throughout the marsh, making you wonder if there are phantoms behind the trees, or you're simply losing your mind. Some claim this place has the mysterious ability to make your fears come to life. And of course, NEVER go there at night.

When a Smurf absolutely has to cross the Murky Marsh for reasons beyond his or her control, there are few paths between the stagnant pools of water. But they must be extremely careful—one misstep could send them into the water, never to be seen again. Or if they make too much noise, they could awaken the marsh monster that is rumored to live there. Although no Smurf has ever seen it, they all firmly believe it's swimming in the shadows, ready to swallow them whole. (We will never see a monster.)

This is the place where Fay lives and hides her bounty, often popping up and startling the Smurfs as they tiptoe past the marsh. Even Gargamel gets the spooks there and Azrael refuses to venture anywhere near it, preferring to abandon his master to save himself from whatever danger lies within.

DWAYNE and ROWENA'S BEDROOM

There's a room in Gargamel's hovel where Rowena and Dwayne, his niece and nephew, sleep when they're dropped off for a visit. **Located in the attic**, this room will serve as their headquarters when they're scheming their next diabolical practical joke or playing with a captured Smurf. On the door they have posted a DO NOT ENTER sign (a skull and crossbones). Gargamel isn't supposed to venture inside but naturally he does sneak in time to time when he thinks they're hiding something (which they usually are!).

Like any child, Rowena has a beloved stuffed animal collection whom she pampers and keeps on her bed. But these aren't cute and cuddly stuffed animals. They're mostly half-mangled teddy bear types. Sometimes there's an arm or eye missing — or a head.

In his corner, Dwayne keeps his tooth collection. Over the years, he's collected teeth that he's found. He started collecting his own baby teeth, and then moved on to teeth he found in the forest. He loves his unicorn tooth but his prize possession is the back molar dragon tooth! A very rare specimen. He even has his Grandma's teeth! Sometimes when Gargamel falls asleep in the living room Dwayne tries to tie a string around one of his teeth and pull it out.

Also in the room, there's a spy hole in the floor boards, camouflaged in a knot of the wood. Rowena or Dwayne can pop out the knot and spy through the hole to see what Gargamel is up to downstairs. This comes in handy when they need to sneak away to implement a twisted plan cooked up by Dwayne.

NEW AND UPDATED CHARACTERS

FAY

Envious, manipulative, capricious.

If you ever cross Fay in the forest while taking a relaxing stroll, watch out. This little elfin creature is capricious and highly moody. She can be laughing joyously one minute, then lash out the next. Your best defense is flattery—tell her that she has pretty feet, or that she smells good, and she'll be happy as a clam. But one false word, she'll clap her hands and ZAP! You're turned into a operatic singing toad; or hiccupping for the rest of day, or walking backwards, or... you get the picture.

Fay is a weirdo. Some say she's downright batty. She's definitely unpredictable, wild-eyed, and has lots of nervous, jittery energy. It's like her mind is constantly racing, thinking of evil ideas. Growing up in the creepiest neighborhood of the forest definitely had an effect on her personality. She's convinced everyone else lives better than she does. Fay is consumed by envy—of the bear in his cave, the snake in the grass, Gargamel in his mess of a hovel. Most of all, she's envious of the Smurfs, with their deliriously happy community and their little mushroom houses.

Like a child coveting a toy, Fay's envy drives her to steal anything she wants, whenever she wants. She'll fly over, steal an item, drop it in her magic bag (that appears small yet can fit anything of any size), and bring it home. Once there, she'll shake the bag open and all the contents will drop out, back to their original size.

She might take, for example, Handy's beloved hammer : "I absolutely need that!" Or Storm's favorite bow : "That should be mine!" She can't stand the thought of someone having something she doesn't. And yet, nothing ever satisfies Fay. It's never enough. She's insatiable, always coveting, needing, hungry for more. And she hoards everything she steals, keeping mounds of items in her home (which she calls her "chateau"). Of course, where she lives is far from regal or remotely beautiful.

Since Fay is so unpredictable, she might steal an object only to change her mind moments later and then toss it in the marsh—where it might come alive, and crawl away.... For this reason, Murky Marsh is a really creepy place for the Smurfs. They never know what animated object they might come across. Those dentures Fay threw out just might come alive and bite you!

Fay might be the size of a Tinkerbell, but she's far from being the cute fairy with the pixie haircut. You wouldn't cuddle up next to her. Her unpredictable nature causes all sorts of problems for our beloved Smurfs, as well as Gargamel, Azrael, and anyone else who crosses her path. Well aware of Fay's capriciousness, the Smurfs try their best to stay out of her way. However, their paths do cross at times—usually the worst times, like when they're running away from Gargamel.

Like any villain with a diabolical plan, Fay clearly has her own interests at heart. She does nothing for anyone else, unless it somehow benefits her. She might help a Smurf out of a jam with Gargamel, for example, but you can bet your life that Smurf will have to do something for Fay in return (probably give her the thing they love most).

DWAYNE AND ROWENA, GARGAMEL'S NIECE AND NEPHEW

Gargamel isn't much of a family man, but ever since his sister got a new job, his mother has started dropping off his nephew Dwayne and his niece, Rowena, at their uncle's hovel to be watched over. Nobody concerned had a choice in the matter. Dwayne and Rowena hate these visits nearly as much as Gargamel does. The hovel is gross, their uncle is a loser, the cat is definitely not to be trusted.

But they make the best out of it, teasing Gargamel (behind his back they call him Gargoyle), playing pranks, and finding ways to make his life hell. Azrael does his best to stay out of their way, knowing they will find any way they can to annoy him.

The kids come from the same community of witches and wizards as their uncle, and are both training in dark magic. Sometimes they mess around with Gargamel's potions, thinking up mischievous ways to (mis)apply what they've learned in class.

The Smurfs know all too well to avoid the twisted siblings, who have strange ideas about what is fun. Even the animals of the forest avoid them. They know the kids like to play games with animals: "Let's give this rabbit a shave!" Or "let's see if the lizard can swim!"

DWAYNE, THE NEPHEW

Fiendish, domineering, perverse, lazy, willful.

Dwayne is Gargamel's 11-12-year-old nephew. Although he comes across mostly as a typical pre-teen boy, Dwayne's a young wizard-in-training. But since he skips class all the time, his magic skills are pretty lousy. (His little sister knows more than he does!) Dwayne doesn't care; he prefers slouching on the couch and mastering his gaming skills, his face reflecting the sickly glow of his handheld console, or Kwitch.

The only thing that motivates Dwayne to get off the couch is a twisted idea. And once he has it, there's no stopping him. He likes to have fun—wicked fun—and it's usually at the expense of the Smurfs or some little animal who just happens to be passing by. "See that rabbit, sis?!" "He's so cute!" "I know—but wouldn't it be funny if he barked?" He'll then use Gargamel's potions to make the little rabbit into a barking bunny. "*Ruff! Ruff!*" This will make Dwayne howl with laughter. Rowena on the other hand will feel sad for the bunny, until she (quickly) forgets about it and moves onto something else.

Dwayne is curious, but not in the good sense. He's mean out of boredom, and he enjoys testing the boundaries. If his uncle has put a Smurf into his cage, Dwayne will toy with it, like a cat with a mouse. He has absolutely no interest in extracting their elixir, but he does enjoy seeing if they stick to walls when you throw them. Can they stretch? Do they get dizzy if you spin them around? Do they like cold water? How high can they jump? Can you play catch with them?

He doesn't listen to Gargamel whatsoever, thinking he's a total loser. As the leader of the sibling duo, he's the one that drives the action. "I'm bored, let's go catch a Smurf!" Or, "I'm bored... let's hide Gargamel's cauldron!"

Like all boys, Dwayne thinks he's invincible, and will get away with everything. But after every wicked adventure, Dwayne will always get his comeuppance and find himself knocked down a few pegs. No nasty deed goes unpunished in this series!

Rowena, on the other hand, always gets off scot-free. This is because she never instigates the adventure. Her only crime is following her older brother. So when Dwayne finds himself squished underneath the Ogre's bottom after a practical joke, Rowena will be off to the side happily doing something carefree, whimsically saying "I told you it was a bad idea..."

ROWENA, THE NIECE

Curious and quickly distracted, easily impressionable, not 100% innocent.

A witch in training, Rowena is not your typical 8-year-old girl. She might seem on the surface to be just one more cute, energetic, curious, playful child who likes to giggle and have fun. But look closely at the stuffed animals on her bed—all of them are missing a limb or an eye or a head, thanks to her “scientific experiments” (and because she thinks they look better that way). And that plant she lovingly takes care of? It’s carnivorous—she’s named it Gulp, and she loves watching it gobble up mosquitos. When it comes to small mammals, however, she has a soft spot, thinking they’re cute and cuddly. She’d love to keep a bunny at Gargamel’s hovel, but he says no. Azrael also keeps a safe distance from her. She keeps trying to put bows on him, or dye his fur with polka dots...

Heaven knows why, but Rowena idolizes her older brother. She mirrors his behavior, mimics his slouch, and will do anything he tells her to do, even taking his malicious schemes one step further. He might want to see how far Smurfs will stretch—so she wants to see if they bounce, too! She breaks into a huge smile whenever her brother pays her a (rare) compliment: “Hey sis, that was really sick!” Her innocent side doesn’t consider her actions as evil or mean; she’s just blissfully oblivious to the harm she’s causing.

But that doesn’t stop her from saying—“Dwayne made me do it!”—whenever they get caught doing something bad. Before Dwayne knows what’s happening he’s being punished while she’s sitting peacefully eating a lollipop.

DIAPER DADDY the ROBOT (D.D.)

Handy originally built Diaper Daddy, a robot, to handle Baby’s diaper-changing needs. Like a classic robot, he’s a little stiff and formal, speaks in short sentences and a monotone voice.

D.D., as he’s commonly known, is like a child in the body of a Transformer. It’s important to choose your words carefully when talking to him, as D.D. takes everything he hears and sees extremely literally. This can lead to some funny situations. It can also be chaos, since D.D. doesn’t realize his own strength, or that he should limit it. He can pick up a tree trunk, juggle barrels, open a locked door by pulling it off its hinges. He has little to no sense of humor, not really understanding the point of laughing.

The Smurfs tend to think of D.D. as a convenient helper (a robot!) and boss him around, sending him to fetch food from the kitchen, or asking him to scratch an itch on their backs. But he’s more than just a robot, even if he looks and sounds like one. For example, he is extremely protective of Baby. Nobody knows if D.D. experiences real emotions or not, but he appears to feel some sort of tenderness when he’s around the cute little Smurf, and would do anything to defend him from danger.

Diaper Daddy’s Achilles heel is that he needs to be recharged from time to time. When his batteries run down, Handy pedals furiously on a charger to getting him going again.

LEAF and MR. STICK

Leaf recently took over the job of Mother Nature and everyone agrees she still has a lot to learn. But that’s not a problem for Leaf, because she’s an eager student and wants only to do her very best. Her youth underlies her optimism and you can’t help but cheer for her, even when she makes a clumsy mistake (which is, er, often). The reason for her clumsiness is quite simple. Behind

her bright smile and incredibly positive attitude is a young woman who is not exactly sure of herself. She's taking "baby steps," as they say, learning little by little to manage the weather and the responsibility it entails. She's (kind of) sure she'll get there eventually.

Helping to thrive as Mother Nature is her trusted wand and teacher, Mr. Stick. Centuries older than Leaf, he knows what he's talking about, having trained all the previous Mother Natures. But he's not an easygoing teacher, and the two have some friction. He wants to challenge her; she wants to show that she can do it on her own. These two bicker like an old married couple, especially when Leaf does something wrong.

This is how it generally plays out: Leaf needs to raise the temperature a couple of degrees. Mr. Stick tells her to wave him in a U-shape (U for UP). "I know, I know!" she says. She does the U but it's way too big and she accidentally lets Mr. Stick slip from her grasp and he goes shooting up into the air, dropping in some nearby bushes. The temperature starts getting hotter and hotter and Leaf nervously looks for Mr. Stick who's hollering like an old curmudgeon. Finally, she finds Mr. Stick and he scolds her for being so clumsy and Leaf explains that it's his fault for making her so nervous. "My fault? Now I've heard everything!" You get the picture. Neither likes being wrong. It's never their fault.

But these two are bound together and never bicker to the point of hurting the relationship for long. And that's a good thing for Mr. Stick. Because once Leaf puts him down, he's just a helpless wand. He doesn't float or fly. All he does is talk. (Picture a wand with two eyes and a mouth). And since he has no arms or legs he can't get very far. Oh, he could roll across the floor if he had to but boy does that make him dizzy.

Mr. Stick does have a soft spot for Leaf, finding her clumsiness a little bit charming. His kindness peeks out from time to time. But call him on it, and he'll deny it until sundown.

THE GIRLS:

METEORITE

Meteorite is the drummer of the band, and a whirlwind of energy. Obsessed with music, she lives to the constant beat in her head, carrying her sticks and tapping out a rhythm on whatever object can serve as a drum. (Once she even used Gargamel's bald head as a drum and it confused him enough to allow her friends to escape!) Inspired by the sounds of the forest—the bear's growl, the owl's hoot—she can tap out any beat.

When she's sitting at her drum set, she plays as though possessed, flinging her arms around, shaking her head up and down, grunting, sweat flying. She could play a drum solo all day long if the rest of the band let her.

Meteorite has a reputation as the coolest Smurf in the forest. She's also a loyal friend. As her name reflects, she will streak across the forest in a flash, rush to help a fellow Smurf, and blast back to where she was (probably at her drum set) before anyone knows she's missing. One would think she had wings on her feet.

Like many musicians, she's obsessive, always searching for the perfect rhythm. It can be exhausting for her bandmates because she never wants to take a break. Sometimes, they'll walk off, leaving her behind, still hitting her drums. After a while, she'll look up and see she's been abandoned. "Hey, where did everyone go!?"

Positive and bursting with energy, Meteorite is always on the go, ready to dive into any adventure, and often using music-inflected language: "Catch you on the downbeat!" "Let's jam out of here!" etc.

RAINBOW AND FIREFLY

These two girls are almost like sisters, since each has a strange and uncontrollable "power" of sorts. They've had them since birth. One glows in the dark, the other blends in with her environment. In other words, one becomes more visible, and the other one less. The two are extremely close, and usually together.

FIREFLY

Bestowed with a special power, Firefly glows in the dark when she sneezes. Aaa-choo ! And she lights up like, well, a firefly. The glow lasts of few minutes and then fades away. Unfortunately for Firefly, she sneezes A LOT, since she has a hypersensitive nose. Almost everything makes her sneeze. Cat hair? Aaa-choo! Dust? Aaa-choo! Looking at the sun? Aaa-choo! Pepper? Nope! Oddly enough, she doesn't sneeze at pepper. Go figure.

Of course, this talent to shine a light wherever she goes comes in handy during nighttime expeditions. She'll often be asked by Willow to lead the way. But were they to meet Gargamel on that trip, the glowing Firefly might be a handicap rather than an asset. And if she keeps sneezing every villain in the forest will know where she is!

While Firefly accepts her special talent, she would prefer to stay out of the limelight. She's rather timid and shy; the type of girl who prefers sitting in the back of the classroom in the far corner out of sight.

RAINBOW

Surprise Rainbow with "BOO!" And you will more than likely make her disappear. POP! she's gone, leaving a little soap bubble lingering in the air for a mini second. A moment later, she pops back, but somewhere totally unexpected. She can't control where she reappears—which, as you can imagine, puts her in some tight spots. You might surprise her in the forest, and the next thing you know, she's on the highest branch of the tallest tree, holding on for dear life!

Ironically, Rainbow wishes she had Firefly's talent to shine. Being very sure of herself and boisterous, Rainbow loves to stand out and be the center of attention. She loves public speaking. She loves to be the first in line. She's the first to volunteer. So glowing bright would suit her fine. But one unexpected, loud noise behind her back, and POP! she's gone... and who knows where she shows up next.

WILLOW

As the girls' leader and matriach, Willow occupies the same position that Papa Smurf does for the

Smurfs. But unlike Papa Smurf, Willow is floaty and mystical. She's into chakras, auras, and soothing life energy forces through a sort of Reiki method—laying of hands, waving of herbs, etc. She's more shaman than alchemist (Papa Smurf's talent). If Willow wasn't living in the girl village, she would definitely set up camp in Big Sur, California, circa 1968. Sun, surf, crystals, and tie-dye would be right up her alley.

Willow has an open and trusting nature, and the girls respect and adore her, even if they don't always understand what she's saying. A typical piece of advice might be: "The crow sings at midnight on Tuesdays." "Huh?" the girls shrug. Maybe they'll understand later—maybe not.

Like Leaf, Willow has a constant companion, "Roundabout." It's a little ladybug who buzzes round n' round (hence her name). Willow will talk to Roundabout as a confident, but Roundabout doesn't talk. All she can do is nod and look cute. But just by being herself, she helps Willow with her questions. And when she's tired of buzzing around, she settles down on Willow's hat and takes a long deserved nap.

Willow also has a walking stick that packs a lot of magic power, both healing and defending. She can use it to transfer healing energy to someone or something that is hurt or ill, and she can also use it to magically repel a dangerous carnivorous plant looking for lunch. Unlike Mr. Stick, Willow's stick doesn't talk. It glows when Willow uses it for magic. But, most of the time, she uses it as a walking stick.

If Willow has a weak spot, she cannot resist chocolate. Once she sees it, she must have it, no matter what.

LILY

Lily is very smart and practical, never acts without thinking something through, and has little patience for silliness. As a neat freak, she's always making sure things are put away correctly. This is due to the fact that Lily is rather superstitious and believes in "signs." "See how that feather is falling through the air? It's a sign that something is going to go wrong..." Or, "See that dog-shaped cloud? It means the coast is clear!" For Lily, keeping things neat and organized is a means to keep danger and chaos at bay. One might say she's a little obsessive-compulsive. "Hurry up Lily, we're late!" "Let me just organize my sock drawer first!"

In Season 3, she bonds with a dragon who lives in a grotto, Spike. He might be ferocious with others—like an unpredictable dog that sometimes bites—but not with Lily. With her, he's like a faithful pet. The two take long walks, lick each other's faces, roll around on the ground together. When Spike sees Lily he yelps like a happy puppy and wants her to scratch his belly.

Why does she have this relationship while the other Smurfs don't? It's simple: Lily has an innate talent for communicating with ALL the animals in the forest. They all understand Lily when she speaks to them, even the bear! And she understands them. She's a dragon whisperer, bear whisperer, beetle whisperer, you name it, all wrapped up in one.

SPIKE THE DRAGON

Spike is a young dragon who lives in a grotto. He's like a wild dog—except when it comes to Lily, who has trained him to follow her around and eat out of her hand. He's always happy to see her,

jumping on his four legs, vibrating with joy. Sometimes the two play and roll around in the grass. With everyone else, he's wild and unpredictable. But with Lily, he's like a guard dog. She's totally unaware that he's not sweet and loving with all the Smurfs, and is always assuring the others, "Don't worry about Spike, he's not dangerous! He's the sweetest beast in the forest." And it seems to be true, as Spike sits next to her obediently, wagging his long tail. But as soon as she walks away or turns her back, the dragon starts to growl menacingly.

Instead of spitting fire like other dragons, Spike has a breath of ice. One good blast from Spike and you're frozen and frosted in place. Eventually, you'll thaw, so there's no real harm—except for the times you're frozen and miss Papa Smurf's birthday cake, or Gargamel finds you in the forest.

Spike has tiny wings (they're still growing) and a long neck. He's taller than a Smurf by far (which makes him scary to them) but he doesn't surpass Gargamel, coming up to his neck in height. The Ogre is much larger. But Spike's breath of ice and his wild nature make up for any lack of height or girth. He can still scare off the Ogre and get Gargamel running away, screaming "Please don't freeze me!"

MONKEY

Monkey is slightly smaller than a Smurf. He arrived in Smurf Village by accident one day when the Magic Supply store mixed up Papa Smurf's order for magic herbs with Gargamel's order for a new personal assistant (to replace that useless cat). Papa Smurf had no intention of keeping the monkey, but he was so fun and adorable that the other Smurfs adopted him right away, and Papa ended up giving in as well. In fact, Monkey sometimes serves as second assistant in Papa's lab.

Monkey is as acrobatic and energetic as you would expect—he leaps onto tables, swings from trees, swings around Hefty's barbells, grabs Jokey's gift boxes and makes them explode,

He expresses himself with a series of "eeks." He likes to randomly give any and everyone a big kiss on the lips, smack!

The only Smurf as mischievous as Monkey is Baby, and the two make an explosive team. They're a real duo, working in tandem and getting into trouble. Also, they both love peanuts. If you're a Smurf in need of a magic potion from Papa Smurf's laboratory, bring a handful of peanuts and either Monkey or Baby will gladly trade.

WILD'S SQUIRRELS

From the time he was lost in the forest as a newborn baby, Wild was raised by squirrels, who fed him and protected him until he was old enough to fend on his own. Whereas Wild's command of the Smurf language is a little shaky, he speaks fluent squirrel, and can often be seen frolicking about or chomping on acorns with his best friends in the world. He is closest to an orange squirrel named Clement, a descendant of one of the squirrels that helped raise Wild.

When we come across Wild in the forest, his squirrel companions are never very far. But they do go off on their own, since they're animals of the forest. They like to scrounge for nuts and hide them for the winter months.

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, and producing new gadgets almost every day—sometimes even several in a single day! Often, they are spur-of-the-moment ideas for something new that he thinks will solve an immediate problem—for example, a “Burpanote” that turns belches into musical ditties. Or some useless inventions, like his automatic eye-glass wipers or the barking dog box that's supposed to scare off Azrael.

His inventions are always conceived to make the world a better place to live, such as a self-driving wheelbarrow or a diaper-changing robot. And sometimes he comes up with an answer to a question nobody asked, like a portable chin rest. An optimist, Handy believes that every problem has a solution, and that he can build it. He loves developing the latest technological innovation, though all of his inventions remain medieval and “smurfy” in spirit.

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...”

HEFTY SMURF

The strongest of the Smurfs, Hefty can move boulders, clear large branches out of the way, and lift many times his own weight. The Smurfs count on Hefty for his strength, asking him to help with chores from time to time. “Hey, Hefty, can you move this barrel of berries over there?” Or, “Hey Hefty, can you help move my furniture around? I'm redecorating!”

He's not a superhero, but just like one, Hefty believes that with great strength 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.

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. He can communicate with a monkey, outwit Gargamel in his own home, or fumble his way into driving a tractor (thinking it's a toy).

Of course, he recognizes right from wrong. But, like any Baby, he has a mischievous, reckless side because he likes to play. And, as with any baby, having fun and being naughty generally wins out over his sense of danger. (Fortunately, he has a knack for getting out of danger without even knowing he was in it.) This character trait makes him a natural ally for the equally mischievous Monkey, and the two can often be seen wreaking havoc together.

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 sarsaparilla 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!

POTENTIAL SMURF TRANSFORMATIONS:

Below are the possible variations of the Smurfs due to curses or magic mistakes. It's important to note we cannot SEE the transformations taking place. For example, we won't ever see *growing* ears or noses.

Also we must avoid all transformations that involve hair or fur. So we won't be seeing beards growing or Smurfs sprouting whiskers or fur-covered Smurfs! We might have a stubble covered

Smurf however, pending production's permission. In sum, ask production if it's possible before forging ahead with an idea that requires a transformation of any sort.

- Enormous ears.
- A tail
- Big Belly
- Long fingernails
- Various skin colors for hair or skin
- Spots (not bumps) on their skin.
- A lizard skinned (texture) Smurf
- A completely deformed Smurf, recognizable only by their hat.

MORE ABOUT MAGIC

The only characters who can perform magic are Papa Smurf, Gargamel, Gargamel's mother, Leaf, and Fay.

Papa Smurf is more of an alchemist, while Gargamel practices black magic. Both need to use magic potions and spells—neither has the ability to snap his fingers and make something happen. The only one who can actually wave a magic wand and make something magical happen is Leaf, although she's not very good at controlling it yet. In general, writers should avoid using magic or Deus ex machina to resolve a situation.