

ANGRY BEAVERS



WRITER'S BIBLE

Keith Kaczorek

“ANGRY BEAVERS” OVERVIEW

DAGGET and STIG are the “ANGRY BEAVERS”--two fun loving, regular guys who happen to be large aquatic rodents. They’re brothers and best friends who stick together through thick and thin. Basically kids at heart, they’re classic underdogs (or “underbeavers” to be more precise). Like kids, they’re imaginative and daring, but also unsure of themselves. They have fun together, but they also get on each others nerves. Occasionally, they run into annoying individuals who are cartoon reflections of the bullies, rivals and bosses that kids (and the kids in all of us) encounter. Then, no matter how annoyed they are with each other, they quickly band together and do what we only wish we could. They don’t just get angry. They get angry and even, in their own mischievous ways. When they do, they’re getting back for all of us.



Dagget and Stig have a lot in common. Both are basically optimistic, shake off setbacks quickly and have an unreasonable fear of yodeling. But they also have some great big differences. Dagget's a bright, energetic guy with big ambitions and a million ideas, but he runs out of steam at the tiniest obstacle. He’s a high-strung

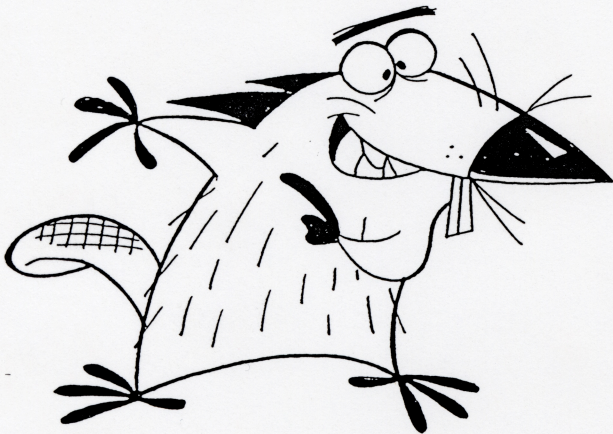
perfectionist with unrealistic goals. Stig's a naturally talented procrastinator who'd rather spend his energy doing anything but the task at hand. He takes a real casual approach to life and believes rules are made to be broken.

Their opposing natures drive each other nuts. When Dagget wakes Stig at the crack of dawn to tell him his latest great idea, Stig wishes out loud he was an "only beaver." When Dagget gives up on something, he's shocked and frustrated to see Stig waltz in and ace it. Although neither one is aware of it, deep down they're both insecure. Not brooding-Ingmar Bergman or whining-Woody Allen insecure, just the basic "am I good enough?" kind most of us experience.

"ANGRY BEAVERS" is about overcoming insecurities and standing up for yourself, but never in a preachy way. Any life lessons Stig and Dagget learn are always offbeat and funny, because what "ANGRY BEAVERS" is mostly about is being goofy and making us laugh.

"ANGRY BEAVERS" MAIN CHARACTERS

DAGGET is an overeager beaver who always has a new bright idea. He's a high-strung go-getter with an incredibly short attention span. A perfectionist with unrealistic goals, he gets ahead of himself and gets discouraged at the first obstacle. He'll decide he wants to be a brain surgeon, then get totally bummed when he finds out you actually have to go to school to do it. He wants to do a couple lobotomies now!



Dagget can fast talk himself and Stig into anything, but just as quickly he's talking them out of it. He constantly jumps to conclusions along the lines of "why did I ever think I could do this?" At the bottom of it all he's insecure and thinks he needs to do something to be somebody.

He's big into responsibility and worries a lot about what others think. When Stump, a tree the boys chewed off for dinner, lays a guilt trip on them, Dagget totally buys into it and waits on him hand and root. Dagget also tends to be a real stickler for rules. Part of this is karma. When he breaks a rule, he usually winds up paying for it.

If he ignores a product warning and sticks a Q-tip too far into his ear, you can bet it'll get stuck.

Dagget can also be very judgmental. When things get the best of him, he may even contemplate cutting Stig loose to save his own skin. But he never does. He's also the perfect consumer-- big into impulse buying and the latest fads. This lets us bring all sorts of goofy stuff into stories like bright red "tail polish" and Lickity Splits "the lumber treat you split and eat."

Even through Dagget's hyper, he's a bit pudgy. He gets annoyed as quickly as he gets excited. When a cereal box toy turns out to be so small you have to play with it under a microscope, Stig has to duct tape him to the sofa till he calms down. When he attacks a problem, or an antagonist Dagget favors the direct approach.

STIG is a talented procrastinator who'd rather spend his energy doing anything but the task at hand. He'll come up with a million reasons not to do something, then do something off-the-wall that takes infinitely more effort. For instance, rather than take out the garbage, he'll try to set a world record by dangling from a bridge on a bungee cord for a week, and simultaneously doing a spit yo-yo. Stig has big ambitions, too. He just never gets around to them.

Stig's the classic underachiever. A gentle cynic who assumes he won't be good enough before even trying. In his own way he's just as insecure as Dagget. However, when he finally tries things he's often a natural, which really frustrates his brother. Dagget'll tie himself in knots trying to demonstrate something like an Olympic synchronized swimming routine, only to have Stig dive in and execute it perfectly without any effort.



Stig doesn't take responsibility or rules too seriously. Possibly because when he breaks rules Dagget usually ends up paying for it.

If Stig pulls the "do not remove under penalty of law" tag off a mattress, it's a safe bet the police'll arrest Dagget as he frantically tries to re-attach it.

Stig puts things off till the last second, counting on things somehow coming together. That they often do really gets to Dagget. However, Dagget's eagerness and impossible standards annoy Stig more than enough to balance things out. Sometimes Stig goes along with Dagget's plans just to shut him up. Other times he'll deliberately mess up to rattle Dagget. Especially if they're doing something serious. For instance, if they're running a nuclear missile silo, Stig might pretend to mistake the launch button for the light switch.

He inhales "junk wood," but is skinny as a rail. He's slower to anger than Dagget, but when payoff time comes he's the devious one. He prefers to let the bad guys do themselves in.

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Dagget isn't afraid of anything, until the second he gets involved with it. Then he comes unglued. On the other hand, Stig is afraid of getting into things, but once he's involved he's usually okay. If Dagget's dying to go to a party, he'll have to drag Stig to it. Once they get there, however, Dagget will freak out about making conversation but Stig will become the life of the party. Stig often

gets Dagget out of tight spots, only to have Dagget get brave again, drag him into something else and start up the whole cycle again.

Although Dagget and Stig have consistent core natures, they aren't robots with a single, knee jerk response to everything. Expect the unexpected from these guys. From episode to episode, goofy quirks and character traits can surface and turn their relationship on its head. For example, even though Dagget is more high-strung, it's Stig who has a bug phobia. To help his brother, Dagget will remain calm and get rid of the bug.

Their relationship plays itself out in a wide variety of ways. They can be "brothers" struggling to control the remote control. They can be "partners" who've run a pedicure salon together for too long. Dagget can be the fussy "mom" taking Stig's reluctant "kid" back-to-school shopping. A moment later, they can flip-flop roles as Stig stops Dagget from impulse buying 200 pairs of clogs with Spam insoles. Husband and wife, teacher and pupil, prince and pauper, nun and naughty choirboy, organ grinder and chimp-- in short, the entire spectrum of relationships is possible.



ON BEING "ANGRY BEAVERS"

Part of being an "ANGRY BEAVER" is simply being a beaver. Even though Dagget and Stig don't act like it all the time, they are beavers in their own exaggerated, cartoon way. Their teeth make them living power tools, who can cut and shape wood in no time. They're natural builders. If they hear running water, they have to build a dam (which can get awkward if someone flushes a toilet). They're excellent swimmers and incredibly strong. They also slap their tails, especially at a good joke, or "tale slapper," as they call it. They are connoisseurs of fine wood, with an instinctive dislike of particle board and deep distrust of veneers even when finely finished.

Of course, wood is their food of choice. They love mesquite grilled mesquite burgers with side orders of matchsticks (which Stig usually gobbles up before they reach home). Their kitchen is always loaded with microwave wood snacks. They also have a "log cellar" stocked with vintage logs stored like fine wine. Of course, tooth picks are the perfect meal. They're tasty and promote dental hygiene.

Dagget and Stig's beaver natures play a part in their adventures in matter-of-fact ways. Sometimes their special abilities save the day, or wreck it for some villain. On the other hand, they might just as easily do it some non-beaver way.

THE "ANGRY BEAVERS" WORLD

The "ANGRY BEAVERS" live in a cartoon world where anything can happen and frequently does. Some basic guidelines:

--the boys can live anywhere in the world in any kind of lodging. Although they are not tied to the traditional lodge, pond and forest setting, they often find themselves near water. Example: cabana boys at an exclusive resort on the French Riviera.

--humans, animals and even plants are all created equal. They can all speak and act like humans. However, inanimate objects do not spring to life and talk. Animals and plants retain their unique natures and abilities, often in exaggerated ways. Example: the boys' ability to chew through wood really fast.

--cartoon continuity applies. If the boys drop a tree on somebody and flatten them in one scene, the victim will be testier in the next scene, but physically back to normal.

--the boys can find themselves in any place or time period, without an elaborate explanation or device to get them there. Examples: they can be mountaineers climbing Everest or Roman gladiators just because Dagget wants to do it.

--characters can wear costumes or use outlandish props for the sake of a gag or historic period. These costumes or props can appear in the blink of an eye. Examples: Dagget steps into a closet and instantly steps out in a Viking outfit. Stig reaches in his pocket and brings out a life-size wooden model of a Buick.

--which brings us to the subject of scale. Basically, we play fast and loose with it. Anything that helps a gag or exaggerates a story point.

--in general, contemporary references, spoofs, and satire are verboten.

Of course, exceptions are sure to come up and, (as Stig will tell you) rules are made to be broken. Especially if the joke is really funny.



“ANGRY BEAVERS” SHOW FORMAT

“ANGRY BEAVERS” is a half hour animated show, that basically consists of two 11 minute episodes, but can also incorporate cartoon shorts. These shorts can range in time from 30 seconds to 2 minutes. This allows the show to use ideas that may not sustain a full 11 minute cartoon, but are too funny to lose. These shorts can be recurring features, bumpers or comedy sketches, and help keep the show fresh and unpredictable. Things like Stig having a show about his favorite recipes for cooking wood, or Dagget doing an infomercial for his new tooth polish “Teeth So Orange.” (True fact: beavers front teeth are actually orange.) Whenever a short is used, the regular episode it’s paired with will be shortened to the appropriate length to equal an 11 minute half of the complete show.

SECONDARY "ANGRY BEAVER" CHARACTERS

Although not a necessary element for every episode, secondary characters often play a part in "ANGRY BEAVER" stories. They come in all shapes, sizes and species. They can show up at the boys' front door or in novel settings. They can be bosses, friends, rivals, pests, bullies, customers or whatever role suits the story. Some examples:

THE FISTULA SISTERS-- Helga and Olga are the kind of monstrously muscled, Eastern European lady athletes steroid tests were invented for. They pretty much look like guys in bad women's wigs. They have huge upper bodies and accents nearly as thick as their mustaches.

DR. KILLDEER-- sadistic dentist who unwinds after a day of inflicting pain by hunting animals with his car. He has cars of different calibers, depending on the quarry. Stuffed and mounted roadkills decorate his office. He's especially proud of their perfect gleaming smiles.

STUMP-- a guy takes advantage of the boys' guilt over eating most of him and making him a stump to freeload and make their lives miserable. Stump is a taker, pure and simple.

STUMP'S BUDDIES-- Pete Moss, a gossipy, envious patch of green lichen. L.G. Algae, a smelly pond scum who can choke the life out of

a lake or a party. There's also a deer tick, a sewer rat, a lawyer, and other vermin.

ROGER BADGER-- a pushy, obnoxious son of a badger. He's a natural bully with huge forearms and amazing upper body strength who constantly pokes people in the chest when he talks to them. He's built low to the ground and has a little guy complex. Because all he can do is dig, he really envies the boys' building skills.

"COUSIN" BERNIE-- a street smart NYC rat and scam artist. When the boys visit the big city, he staples on a bad fake tail and pretends to be their long lost cousin. He fakes eating wood, enjoying a swim in the river, etc., to get their confidence so he can con them. Has a real edgy, New Yorker attitude about his personal rights and space.

SOME "ANGRY BEAVER" EPISODE IDEAS

BOX TOP TOYS-- the boys are fanatics for breakfast cereal prizes, but every time Dagget retrieves a toy from the box, or sends off for one, it's broken or a big disappointment. Adding to his frustration, Stig's are always great (or maybe Stig's hoarding box tops towards some impossible goal like 20 million for a fighter jet). In the end, the guys file a complaint with the cereal company, beaver style.

SYNC OR SWIM-- Dagget decides the way to fame and fortune is Olympic synchronized swimming, but there's one little problem. Actually two great big ones-- the Fistula sisters. Helga and Olga are monstrously muscled, Eastern European lady athletes who always take the gold. But when the boys finally beat them at their own game, they face a worse dilemma. The sisters fall in love with them and want to hug them to death.

CRICKET IN THE HOUSE-- Some people find crickets chirping on a summer night relaxing, but when you have a bug phobia like Stig a cricket becomes a sci-fi movie monster. When one of these unwelcome insects invades their home, Dagget is stretched to the limit trying to get rid of the crafty bug and deal with Stig's paranoia.

CALLING DR. KILLDEER-- Dagget drags Stig to the dentist because good teeth are very important to making a good first impression. Their dentist, Dr. Killdeer has more on his mind than a good cleaning.

His hobby is killing animals with his car, and his office is decorated with stuffed, smiling roadkills. The only trophy he lacks: the elusive beaver and their prized orange front teeth. The boys survive their "visit" only to find they have to come back in six months.

FOOD OF THE CLOUDS-- Stig's wild bedtime snacks cause weird dreams that are so strong and vivid, they suck the real Dagget into them for some hair-raising adventures. When Dagget can't get Stig to stop snacking, he has to find some way to stop the dreams before they stop him.

GUESS WHO'S STUMPING TO DINNER?-- the boys must deal with Stump, a stump who takes advantage of their guilt over making him a stump. He cleverly pits brother against brother, trying to get each to blame the other. He guilts them into taking him everywhere, turning their home over to him and waiting on him hand and root. When the abrasive ex-tree brings in his freeloading buddies, Pete Moss, L.G. Algae, and an assortment of vermin, the boys have enough.

BEACH BADGER BINGO-- the boys head to the beach to kick back and wind up having sand kicked in their face by a burrowing bully, Roger Badger. This obnoxious member of the weasel family has a little guy complex, and no matter what the boys do, he forces himself on the activity to prove he's better at it. His bullying finally goes too far, and the boys wind up yelling "Badger?! We don't need no stinkin' badger!"

BIG CITY BEAVERS-- When Dagget drags Stig to the big city to get some culture and sophistication, they run into a real rat-- "Cousin" Bernie. Bernie sees the boys getting off the bus, staples on a fake beaver tail, and pretends to be their long lost cousin. He leads them through a series of New York experiences, which are actually traps to scam them out of their money. One misadventure is a performance of "Rats," a musical his rodent buddies stage in a dumpster that Roger claims is the hottest ticket in town. Eventually, the boys get wise and teach Roger a thing or two.

DOOMSDAY BEAVERS-- Dagget decides there's opportunities in the military, and the boys become launch control officers in a missile silo. But the tedium and their bullying commander, Col. Badger, have the boys ready to go ballistic.

SOME "ANGRY BEAVERS" SHORT IDEAS

BEAVER FACTS-- sure all beavers build dams, but not all are the traditional wood beaver dams you'd expect. (Beaver Fact: in India, beavers have been known to dam the mighty Ganges with sacred cows.) All things beaver, real and imagined are fodder for these segments.

COOKING WITH STIG-- quick, goofy excursions into the art of cooking with wood. (Did you know that when planning a dinner party you should make at least three logs per guest?)

DAGGET'S INFOMERCIALS-- Dagget's brainstorms aren't limited to the episodes. Some of them become infomercials for goofy products and services. (One is for Dagget's video "Secrets Of Having Your Own Infomercial.")

IN SEARCH OF ANCIENT BEAVERS-- Dagget and Stig lead us on a series of silly, yet thought-provoking looks at the wonders of the ancient world. Each short explore one or two great ancient achievements and shows how they were inspired by far out things like a race of extraterrestrial beavers. (Did you know the Great Pyramids were actually modeled after the natural trapezoids of beaver droppings?) In one short, the boys discover a huge prehistoric beaver frozen since the Ice Age.

FAKE COMMERCIALS-- ads for goofy products from fake sponsors. For example: Wood Goods, the good wood people. "If it's good and it's wood, it's Wood Goods." (They want everyone to know wood "isn't just for breakfast anymore.") Wood Goods products and other company's products also show up in the regular episodes, like the box top toy story and "Lickity Splits" the log treat you split and lick. The companies are sort of our ACME products.

