

A project by Cinema 3180 B.E. inc.
presented by Michel Préfontaine

creatures





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The Origins

video game
sold the **WORLD** over

"Creatures" is inspired by the world-renowned video game of the same name. Ever since its inception, this simulation game has progressed through three incarnations, each more popular than the last.

Over 2 million units have been sold to date in all major territories. Translated into French, German, Italian, Spanish, Dutch and Russian, it has received worldwide exposure. Already available on a variety of gaming platforms, development continues in order to adapt to the latest consoles such as Microsoft Xbox and Sony Playstation2.

"Creatures" is a concept recognized and enjoyed by children and adults alike all over the globe! This extensive consumer base represents a ready-made audience for a unique television series developed in exclusivity.

Appeals
to Children
and adults
alike





Each new day offers a new opportunity to learn and grow – but mostly, it's provides excuses to get into trouble.



The Concept

**26 x 22
minute
episodes**

**Target
children
aged
6-11**

What do you get when you combine curiosity, ingenuity and an ounce of mischief? You get a gaggle of Norns, that's what!

Native to the magical world of Albia, located in a universe far away, the diminutive and cuddly creatures used to be a handful for their masters, the Siõe (pronounced "Shee"). The ancient race has since left Albia in an exodus that took every Norn with it – all but one baby and a few eggs that is, forgotten behind in a warm, cozy incubator.





The Norns must also contend with the very real dangers that lurk among them

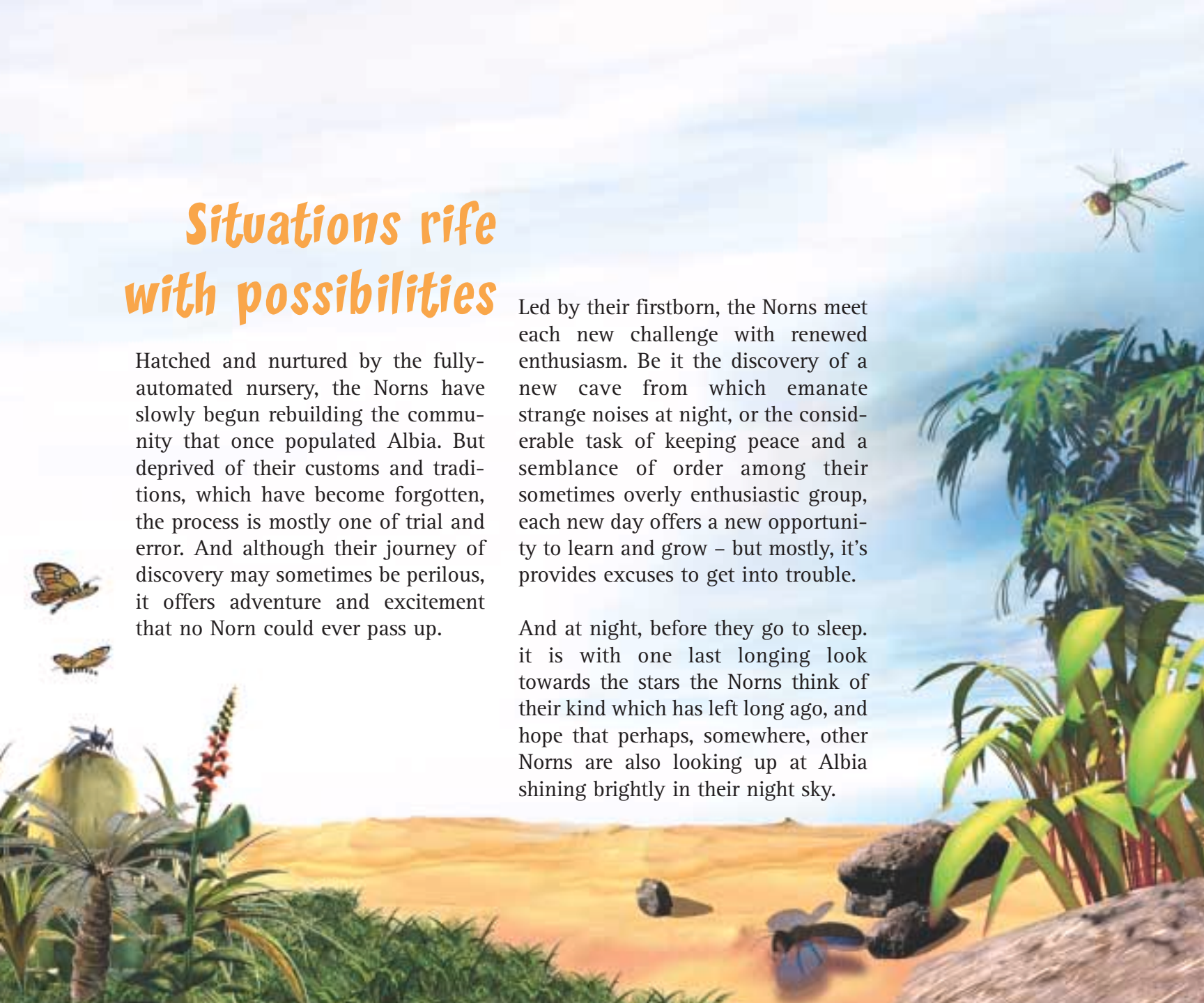


Situations rife with possibilities

Hatched and nurtured by the fully-automated nursery, the Norns have slowly begun rebuilding the community that once populated Albia. But deprived of their customs and traditions, which have become forgotten, the process is mostly one of trial and error. And although their journey of discovery may sometimes be perilous, it offers adventure and excitement that no Norn could ever pass up.

Led by their firstborn, the Norns meet each new challenge with renewed enthusiasm. Be it the discovery of a new cave from which emanate strange noises at night, or the considerable task of keeping peace and a semblance of order among their sometimes overly enthusiastic group, each new day offers a new opportunity to learn and grow – but mostly, it provides excuses to get into trouble.

And at night, before they go to sleep, it is with one last longing look towards the stars the Norns think of their kind which has left long ago, and hope that perhaps, somewhere, other Norns are also looking up at Albia shining brightly in their night sky.





Albia


The world of Albia is a lush environment where myth and reality not only co-exist, but mingle as well. There is no line separating the rational from the magical on Albia; it is merely accepted, the same way that the sunrise and sunset are considered an undeniable part of everyday life.

And while mythical creatures make up part of their world – such as Jormungand, the very large (but very placid) sea serpent – the Norns


must also contend with the very real dangers that lurk among them, namely Grendels, troll-like creatures that represent their only natural predators. But the Norns are well-equipped for any situation, and their resourcefulness keep them out of harm's way.

Albia is more than a home, it also provides the nurturing that is required by each growing Norn. Indeed, there comes a time when a young Norn feels the undeniable urge to take the





Journey, a perilous trek eastward along the mountains, seas and valleys of Albia to the place of Urdr's Well under the great World Tree. There, the young Norn comes of age before undertaking the journey back to his village.



Sometimes, a Norn may happen upon the ruins of their own civilization, or that of the Siðe. With a

little luck and a lot of ingenuity, they sometimes manage to put a contraption to good use, or decipher a plan and build a working aqueduct for the village. Of particular interest to them is the legend of a Norn library that might answer all of their questions and shed light on so many mysteries. But Albia reveals its secrets sparingly, and in the end each answer only raises more questions.





*The Ettins are living in the forests
and sometimes kept by Norns as pets.*

The Characters

Shobu (a Norm)



Oldest of the Norms, he was but a baby when the Siõe left with the other Norms. As a result, the only memories that he has are faint at best. Still, they sometimes provide the necessary information to add yet another piece to the puzzle that is their past.

Shobu possesses the required leadership to lead the other Norms. But he is as vulnerable as the others to mistakes, and shares the characteristic of all Norms for play and mischief.

**Faced with
real-life
challenges**



Ni'ma (a Norn)



Rhee (a Norn)

Shobu's best friend and an extroverted companion with a definite aptitude for goofing around. Rhee was the first to hatch in the nursery, and as a result became Shobu's first playmate. The two have become as inseparable as brothers, and when something comes between them – such as differing opinions regarding a risky expedition, or the discovery of a new artifact – the rift never lasts long and they eventually reconcile.



A young Norn female who provides the voice of reason for Shobu and Rhee – something that is often sorely lacking. Younger than either one of them, she makes up for her age and diminutive size with a stubbornness that wins every argument. It isn't that she's uncompromising, but her level-headed approach has on more than one occasion averted disaster, something she'll never fail to remind them.

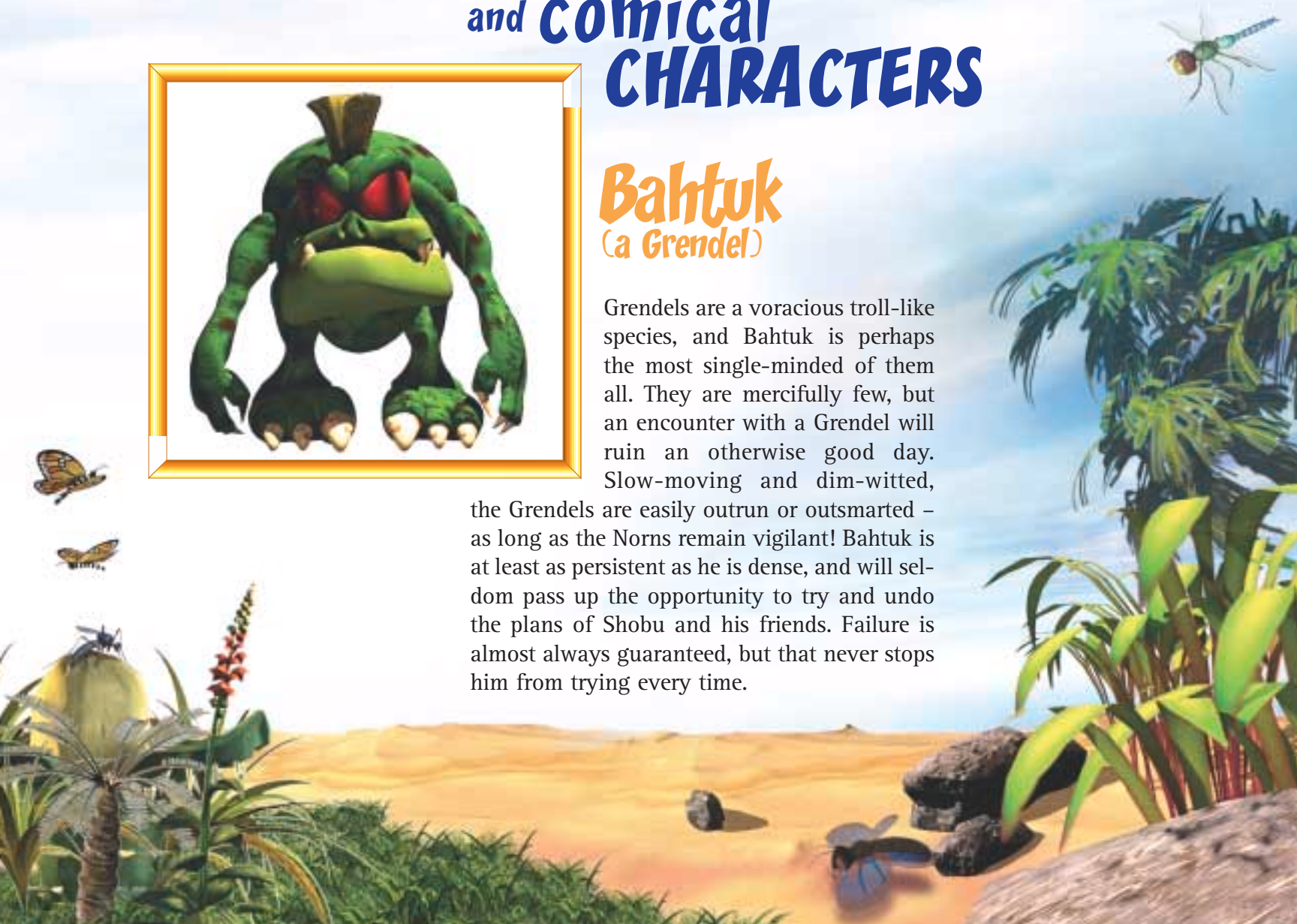


Endearing and comical CHARACTERS



Bahtuk (a Grendel)

Grendels are a voracious troll-like species, and Bahtuk is perhaps the most single-minded of them all. They are mercifully few, but an encounter with a Grendel will ruin an otherwise good day. Slow-moving and dim-witted, the Grendels are easily outrun or outsmarted – as long as the Norns remain vigilant! Bahtuk is at least as persistent as he is dense, and will seldom pass up the opportunity to try and undo the plans of Shobu and his friends. Failure is almost always guaranteed, but that never stops him from trying every time.



Jum'a (an Ettin)

The Ettins are small bipedal creatures of limited intelligence living in the forests and sometimes kept by Norns as pets. Jum'a's father served Shobu's own father, as did his grandfather and his grandfather's father, up the line of ancestry. Ettins are helpful in menial tasks, although a bit clumsy, and Jum'a in particular is prone to getting out of hand and causing all sorts of messes. By repeating the training received by his ancestors in the service of Shobu's ancestors, handed down the generations, Jum'a somehow holds the key to the Norn's past. It is mindless repetition now, but Shobu will sometimes see the original purpose behind Jum'a's actions and discover another piece of the puzzle that is their past.



The Siões *(Shee)*



An advanced race possessing technical knowledge that allowed them to take to the stars, leaving Albia virtually uninhabited in the process. The Norns may sometimes happen upon the vestiges of their civilization, but it is the only proof they have of their existence. Still, it seems that on occasion a helping hand intervenes to pull the Norm out of a particularly difficult situation, or to bring fortuitous assistance. Some say it is coincidence, but one never knows – maybe there are, after all, one or two Siõe left, watching over them.





*Sometimes, a Norn may happen upon the ruins
of their own civilization, or that of the Siōe.*




The situations



Here are a few possible story premises:

The Benefactor

There have been strange interventions as of late. Things have been fixing themselves, crops have flourished and a Grendel attack was suddenly thwarted. Some explain the events as fortuitous coincidences, but a few hint at the legend of an ancient Siðe who might have stayed behind during the Great Exodus. Shobu dismisses the silly superstitions, but as the events develop, he must face the possibility of a secret benefactor watching over them.




The Mythical Library

An Ettin returns to the village one day carrying a great book, seemingly written by a Norn. Shobu organizes an expedition to try and find the location of the legendary Norn library that could hold the answers to all their questions.

The Lost Norns

Strange visitors have been making night time incursions to the village, stealing food and various items. After everyone has been accused and cleared of the petty crimes, Shobu discovers a small group of Golden Desert Norns who have ventured their way. If they have managed to survive, could there also be others on Albia?



**Pertinent to
the reality
faced by
children**

The Journey

Shobu feels the irresistible pull of the Journey. He doesn't understand his unrest at first until he stumbles upon an old text describing the coming of age of a Norn. He is reluctant to leave the village behind, but the urge is getting stronger. He must take the mythological journey eastward to Urdr's Well under the great World Tree where he will unveil more of the past that eludes them all.

Sign From the Sky

One night, while admiring the sky, Rhee sees a shooting star. Thinking that it might be the Siōe returning to Albia with the rest of the Norns, he attempts an excursion to where he thinks the ship may have landed. Shobu and Ni'ma attempt to dissuade him but in vain, and they decide to accompany their friend on the fateful journey.



Different Strokes



The series lends itself equally well to a variation of the theme. By introducing two children as protagonists, the audience might better identify with the problems presented in each episode. It would also explore the interplay between the real world and the fantasy world of children's imagination.

A brother and sister, find a gateway into Albia in the form of a secret door hidden in their basement. Every week or so, the children cross over and visit the friendly Norns for a while. During those excursions, they are confronted by a new problem facing the Norns, and they bring the benefit of a different perspective to solve the problem, be it of a technical nature or simply restoring harmony in the village.

At the same time, the two children find the solutions to their own problems, working them out, unbeknownst to them, in the magical world of Albia, much like children their own age who create imaginary universes to deal with the hurdles of everyday life.

A project by



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