MARCUS LEVEL

HE'S ON A WHOLE OTHER LEVEL



ANIMATION | COMEDY | ACTION | ADVENTURE | MULTIZONE | 52 x 13 Minutes FORMAT | 6 - 10 Years PUBLIC

ZDF STUDIOS



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KEY PARAMETERS

TITLE: Marcus Level

FORMAT: 52 x 13'

GENRE / SUBGENRE: Junior / Animation

TARGET AUDIENCE: 6–10 years

LOGLINE: He's on a whole other level



USPs

- Exploring a fantasy world from inside the game!
- A fun mix of adventures, strategy and challenges
- Showing kids how to overcome fear and the value of friends and teamwork



CREDITS

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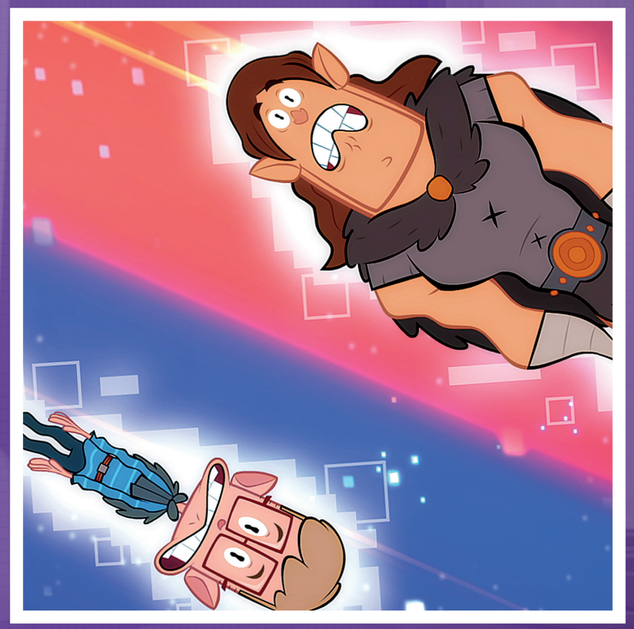
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STORY

When Marcus gets the latest version of his favorite video game, Gorbar and the Valley of the Seven Light Towers, he tells himself that while his parents are gone over the weekend, he'll finally be able to explore all of its worlds.

MARCUS WANTED TO PLAY? HE'LL GET WHAT HE WANTS! As soon as he turns on the gaming console and sticks in the game card, a flash of white lightning jumps out of the screen!

MARCUS SUDDENLY FINDS HIMSELF TRANSPORTED inside the video game in the place of his hero Gorbar the Magnificent! Gorbar travels in the opposite direction and is quite puzzled to find himself in Marcus' room. The roles might be reversed, but the rules of the game stay the same.

Marcus knows that if he wants to go home, he has but one solution: finish the game in collecting every Princess Aria mirror fragment and free her from the clutches of the evil Vipkrad.



THE PROBLEM IS THAT MARCUS IS NO GAME HERO

He neither has the strength nor the recklessness of Gorbar and, mostly, he's human. If he dives into a lake infested with Croc-o-Teeth or if he finds himself trapped by the worker-soldiers of Vipkrad, his game just might be "over"!

Sure, he's a different kind of hero... **HE'S LESS MUSCULAR AND SMARTER**. Instead of big muscular arms, Marcus uses his head.

He knows the logic of video games, the tricks, the treasures and the bonuses that give one superpowers. He also knows the games' limits and its bugs. These are tools that will turn out to be indispensable to defeat Vipkrad!

For all the characters in the game, he is Gorbar, a tall and strong barbarian. Only his new friends – Ephi the celestial magician, Gratrok the wild and crazy crab-rat and Loumi the glowing fairy – can see the difference and call him Marcus.







BUT WHAT ABOUT GORBAR?

He winds up in Marcus' room, convinced that he's still on his mission, looking for the princess. He's going to have to deal with Seraphine, the babysitter, and learn to live the everyday life of a kid.

It's obvious that things aren't going to be easy neither for Marcus, nor for Gorbar!



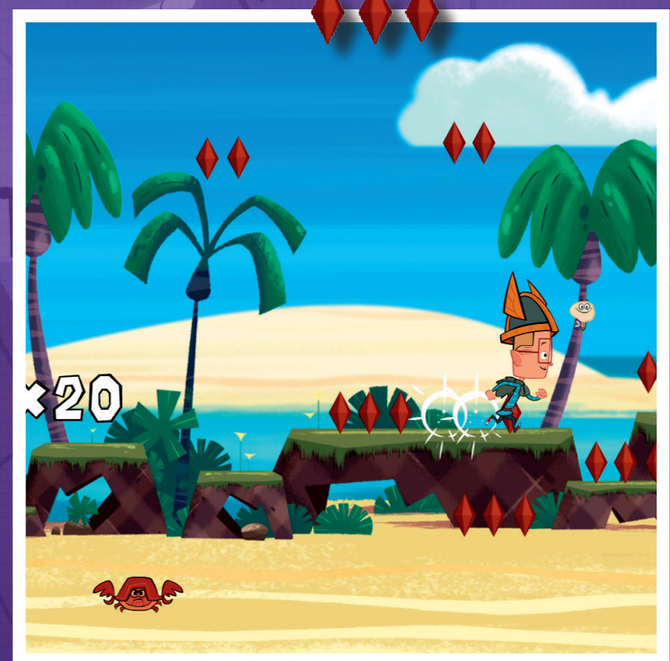


EVERY EPISODE OF MARCUS LEVEL TAKES US INTO ONE OF THE WORLDS OF THE VALLEY OF THE SEVEN LIGHT TOWERS!

Guided by prophecies of the oracle Sybilin, Marcus and his companions take up the various challenges: races on Penguin-sleds with Yetis on the side of frozen mountains! Enigma battles between astronomy schools of the Alkhazar desert!

Battles between Onk-Onks on the dangerous platforms of Espictroll forests or even dance battles between Robots of Atalantis and Moonsliders of Vanilla Ice Ice Baby Mountains!

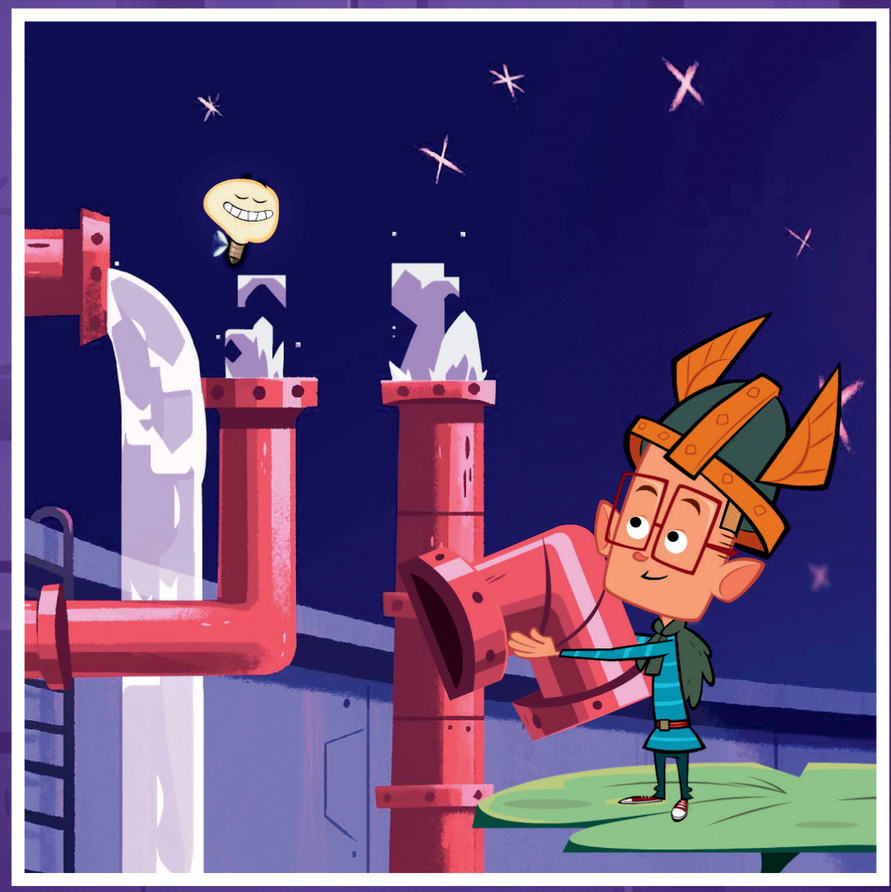




THERE'S HUMOR BUT ALSO EMOTIONS because friendships will develop between Marcus and his game companions even if they are not programmed for that.

Firmly anchored in the world of video games, the series borrows from the gameplays that children know so well: the platform, the combat game, the adventure game, the strategy game. But it also takes us through the other side of the mirror.

Marcus knows and uses the limits of video games: he knows that when the music turns from sentimental to threatening the soldiers of Vipkrad will soon be there, that every library hides a secret passage and that if a little girl has a mustache, it's because the characters are made up of random combinations of pixels. This knowledge, which he shares with the viewers, creates a bond with the viewers and is at the heart of the series' humor.



AT THE SAME TIME, WE FOLLOW THE "ADVENTURES" OF GORBAR AND SERAPHINE in the form of bookend sequences at the beginning and end of each episode. The first sequence sets up Gorbar's "quest": straighten up his room, put on his slippers or wash his hands. The second sequence shows by which extravagant manner Gorbar has accomplished his mission.

AN ATTACHING HERO, A RICH UNIVERSE, WILD HUMOR...
anchoring in video games well-known by children...
that's the recipe for Marcus Level!

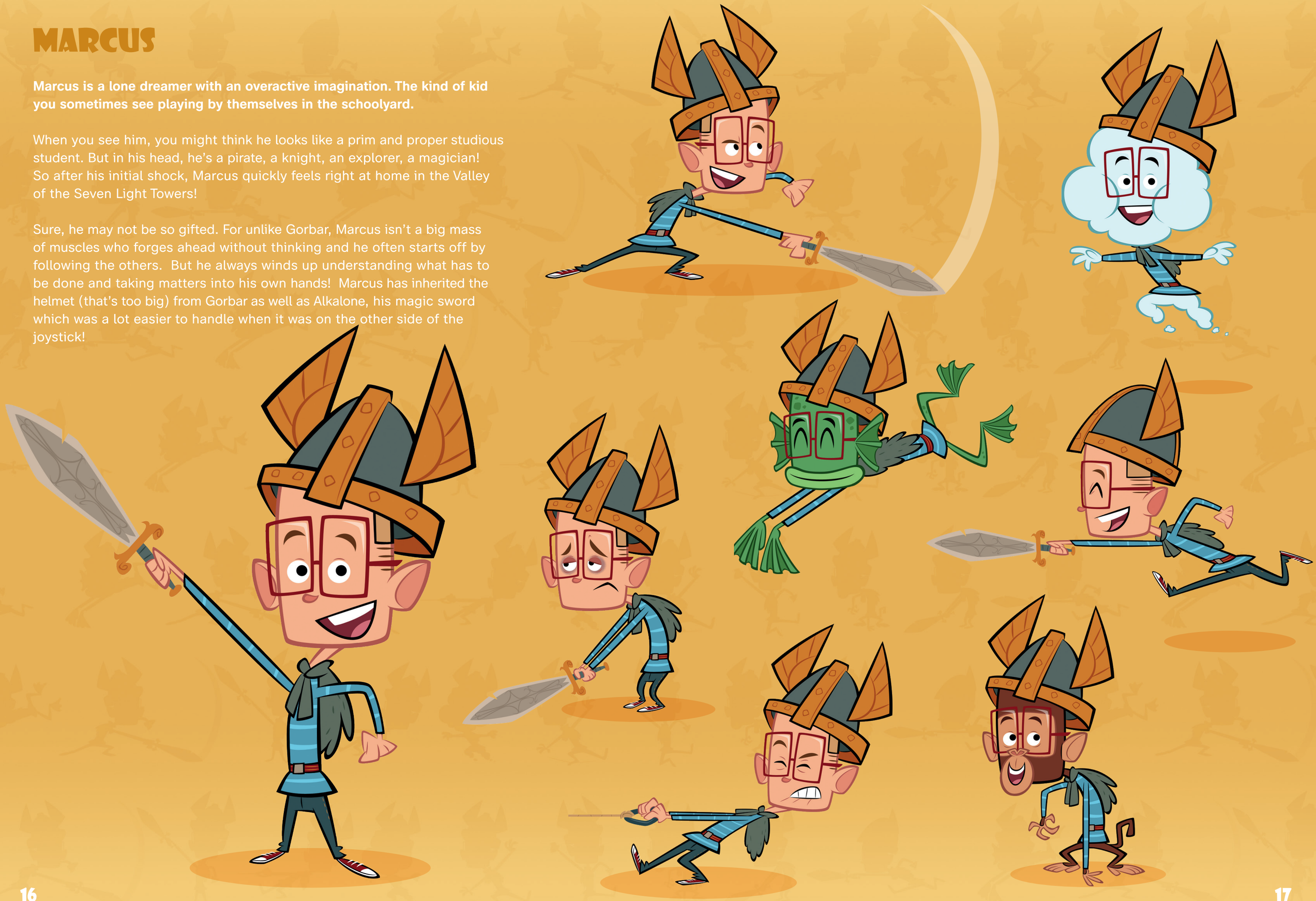


MARCUS

Marcus is a lone dreamer with an overactive imagination. The kind of kid you sometimes see playing by themselves in the schoolyard.

When you see him, you might think he looks like a prim and proper studious student. But in his head, he's a pirate, a knight, an explorer, a magician! So after his initial shock, Marcus quickly feels right at home in the Valley of the Seven Light Towers!

Sure, he may not be so gifted. For unlike Gorbar, Marcus isn't a big mass of muscles who forges ahead without thinking and he often starts off by following the others. But he always winds up understanding what has to be done and taking matters into his own hands! Marcus has inherited the helmet (that's too big) from Gorbar as well as Alkalone, his magic sword which was a lot easier to handle when it was on the other side of the joystick!



GRATROK

He’s a go-getter crab-rat who complains, makes things up and is often in a bad temper.

He’s also a “typical character” from a video game. He has special powers given to him by his pick (which he uses to climb and dig, etc.).
He’s courageous, a bit rash and often finds himself thrown out of the game for having spent his one-ups without thinking. He’s also a truculent character who likes to laugh about everything... including himself!







LOUMI

She’s the light-bulb fairy who guides the team.

She’s supposed to always know where to go and float in the right direction when the team is a little lost (a function that is well-known by game players). But Loumi isn’t quite perfected and often makes mistakes.



EPHI (“Ephinestria” is just too long!)

She’s a noble and refined celestial magician as they exist in almost all adventure games.

Before Marcus’ arrival, Ephi was the brains of the outfit. Close to the forest world, her magic allows her to control plants. Even if she‘s the rational and prudent character of the team, she‘s also curious and enthusiastic to follow Marcus... and to have fun!









SYBILIN

He's the oracle from the world of the Seven Towers.

Sybilin always appears in a rather incongruous manner. His function is to tell the heroes of the game the challenge which they must face in every adventure. He also can be the referee of the game.

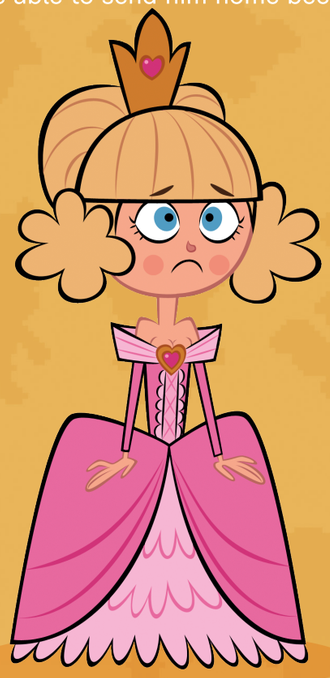




PRINCESS ARIA

She's very cute and vulnerable and is the Princess of the Blue Realm.

She doesn't have a very complicated program and basically just sits there waiting for Gorbar, her champion, to come and free her. However, she is known to solve some of the problems of the valley dwellers. And Marcus knows that if he winds up saving her, she'll be able to send him home because the game will be finished.

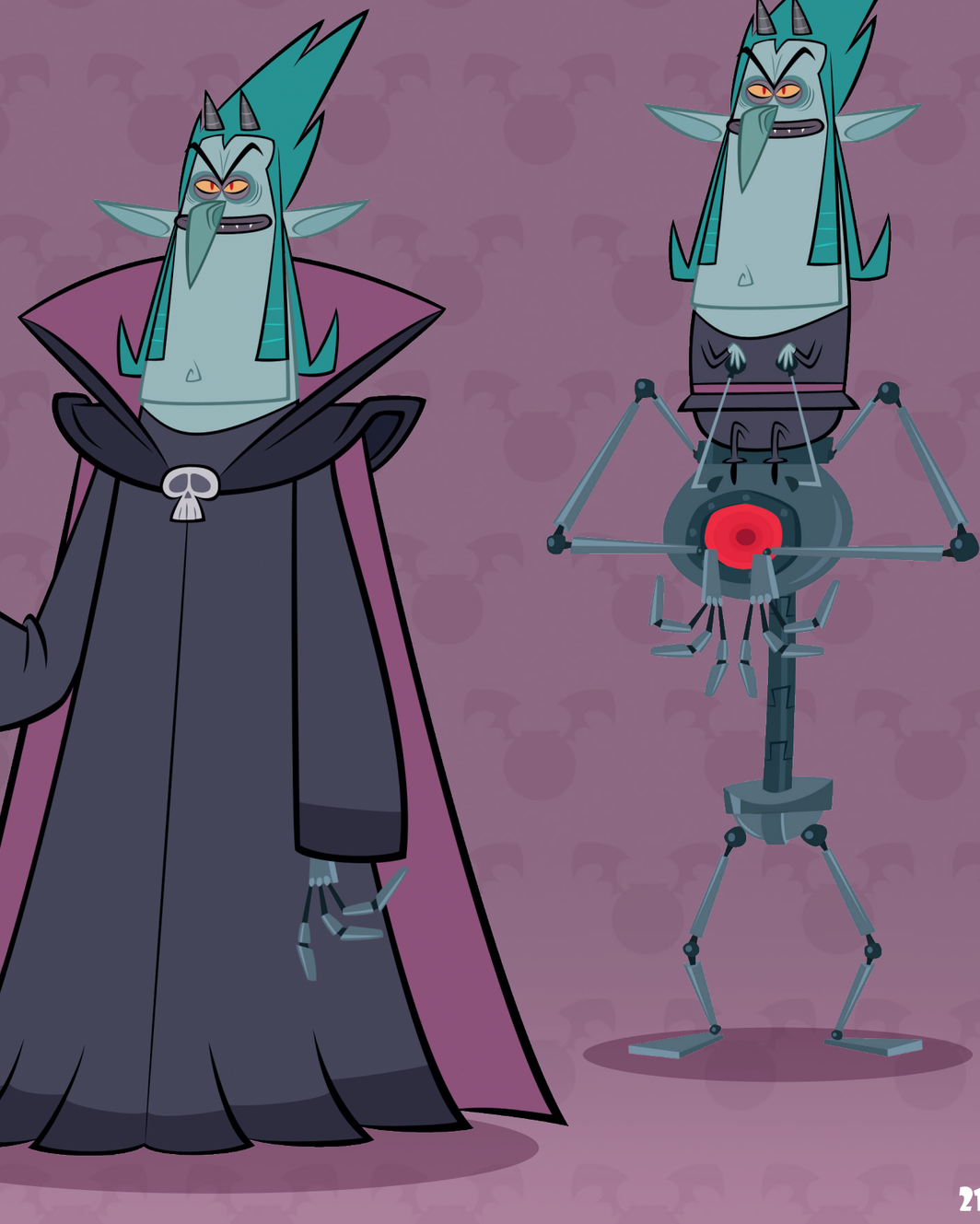




VIPKRAD

The bad guy of the game is evil, awful, twisted and nasty. Vipkrad the Terrible kidnapped Princess Aria.

He takes great pleasure in invading all the regions of the Valley of the Seven Light Towers with huge black clouds. Why? Because he's programmed for that, that's all. He does what he has to without batting an eyelash helped by hordes of minions: diabolical robots, worker-soldiers and other honey flies.



GORBAR

He's the kind of hero that's all muscles and unshakable courage, the kind that doesn't think much and just forges right ahead.

In the game, he's loved and respected by everyone except Vipkrad, of course. Gorbar is a pretty good guy, he's just not programmed to think. He's reckless and usually trusts Loumi to guide him and counts on his sword Alkalon to get him out of tight spots.

In the real world, he keeps talking to lightbulbs to find his way and wears his Marcus helmet which the boy fashioned out of a colander and a plastic version of his magic sword whose only "magical" power is to go squeak-squeak when you push it. He still thinks he's on his mission and always obeys Seraphine whom he thinks is there to guide him on his adventure like Sybilin.



SERAPHINE

She is a sixteen-year-old babysitter.

She's a "serious" teenager who's just as concerned with her reputation for efficiency as with her image. So she'd never seen Marcus when she got the job? No problem. Marcus' mother told her that he was very imaginative and somewhat peculiar? No problem.

So when she discovers a six-foot-two barbarian in the child's room, Seraphine doesn't bat an eyelash. She's convinced that this is Marcus (who is indeed a little peculiar) and decides to make do with the situation. Good thing Marcus' parents are only gone for a three-day-weekend. But for Seraphine, that's gonna be one loooong weekend!



LOCATIONS



ATLANTIS CITY

A celestial city with tremendous technological advances. It supplies water to the Mac Manaman Sea. The city is populated by robots who fear rust... which is why they're always dumping water overboard!



THE VANILLA ICE ICE BABY MOUNTAINS

It's cold in the Vanilla Ice Ice Baby Mountains, but the atmosphere is quite warm. Indeed, the inhabitants of the place, the Moonsliders, love to party and especially dance. It's the ideal place to have a ski race... as long as you don't disturb an abominable snowman!



THE WOODS OF ESPICTROLLS

These are enchanted woods in which one can meet elves, trolls, fairies and even some Onk-Onks. The trees are alive and shelter those who protect them from Vipkrad who takes them away to feed the furnaces of his factories.



THE SEAS OF MAC MANAMAN

Full of sirens, tritons and dolphins, the seas spread water throughout the valley. Everyone wants water, even if no one knows what it's used for. It's also the place for naval battles between Baron Von Funderchen and the terrible pirate Two-Tone-Beard.



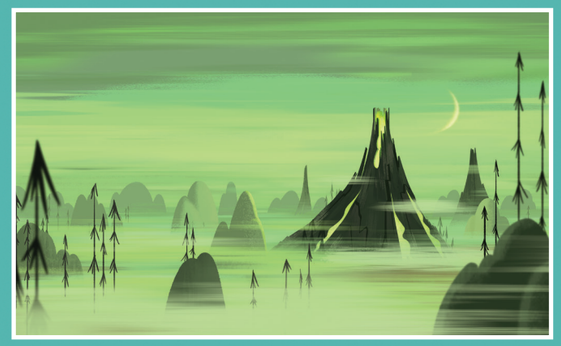






VIPKRAD'S FACTORIES

The Factories are the realm of the horrible Vipkrad and they have but one function: to create black smoke! Why? Just to be mean. It's true that Vipkrad, like all the dwellers of the game, only does what he's programmed to do. This is also the place where Princess Aria is kept as a prisoner. Ha, ha, ha!



THE ALKHAZAR DESERT

The desert is full of scientists and astronomers who confer their precious knowledge throughout the valley. Unfortunately, they often have intellectual quarrels with one another. This is also where the only jail in the Valley of the Seven Light Towers is located.



THE MINES OF CHOKO-BONGO

Although they contain diamonds and precious stones, the mines are used to get Choko-Bongo which all the inhabitants of the valley love. It's only natural. Choko-Bongo (with its five fruits and veggies) is the brand of chocolate bars that sponsored the game when it was created!



NO ONE KNOWS WHY THE WORLD OF THIS VIDEO GAME IS THE VALLEY OF THE SEVEN LIGHT TOWERS, CONSIDERING THE FACT THAT THERE ARE EIGHT OF THEM!

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SEE YOU IN THE NEXT LEVEL. YEAH!



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