

All for one and one for all

ZDF STUDIOS



# The Muscleteers



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## ABOUT

# The Muscleteers

**FORMAT** 45 x 11'

**GENRE/SUBGENRE** Junior/Animation

**TARGET AUDIENCE** 6 to 9-year-olds

**TECHNIQUE** CGI / 3D animated

### THEMES

The series is all about helping and being there for each other.

Traditional values, such as solidarity and fairness, are transported into the modern world and it becomes obvious that they are not old-fashioned but timeless.

All for One and One for All!

### TONALITY

The episodes are a mix of action-packed, often perilous adventures, mixed with a lot of fun and entertainment. And in the end the Muscleteers will always save the day!

A group of anthropomorphic mice are standing in a large, arched stone tunnel. In the center is a large, orange mouse wearing a wide-brimmed hat and a sash. To its left are three smaller brown mice. To its right are two smaller white mice. Further to the right, a single dark blue mouse is standing, looking towards the group. The tunnel is lit by several small lights on the ceiling, creating a sense of depth and perspective.

# ALL FOR ONE AND ONE FOR ALL.

## SYNOPSIS

**Welcome to the Harbor district:** a bustling port full of activity and cosmopolitan flair. But its dank, shadow-filled alleyways are not always safe for the area's rodent residents. Hunted by cats and exterminators, swept away with the garbage, driven from their homes by construction: and stomping, oblivious humans; every day is filled with danger and hardship. But the flame of hope still burns thanks to our courageous protectors — The Muscleteers!





## SYNOPSIS

The Muscleteers stage their rip-roaring rescues from the safety of their cosy but top-secret base in the cellar of Mrs. Frohlich's delicatessen, where they can be called for help via a hidden emergency call system. But the Muscleteers' magnificent missions always interfere with the plans of the clan of rats that rule the harbor district's vermin underworld. Rattila, the "Godfather", demands protection money, food, and anything else he can squeeze out of the frightened residents. Rattila – a gangster? Naaah! But how can he guarantee the security of his beloved citizens without collecting taxes? Arrogant son, Bratterick abuses his father's trust and uses his underling's fear for his own greedy ends. He is the real enemy and his unscrupulous machinations spell bad news for the rodents of the harbor district. Luckily, wherever there's a creature in need, the Muscleteers will be there. One for all and all for one!



## **CHARACTERS**

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# PICANDOU

## THE COUCH POTATO

A cheese connoisseur named for his favorite Camembert, Picandou is un-athletic, timid and not that interested in “risking it all”. He’s a total house mouse, used to the creature comforts of four walls and four square meals a day. Despite his reluctance to leave his safe home, this Muscleteer strives to overcome his fear of heights and the outside world to help others. Even if he whines all the time. He is in love with Josephine and can get quite jealous.

### HIS LANGUAGE

Being anxious and overcautious, he stresses rules and quickly starts to give lectures.

### CHARACTERISTIC TRAITS

A planner, he hates risks. But when things turn physical, Picandou uses his wits to turn his attackers’ moves against them.





# PICANDOU



**WHILE HE IS STILL PLANNING,  
THE OTHERS ALREADY ACT.**

**WITH JOSEPHINE,  
HE DISCOVERS HIS  
GENTLEMANLY SIDE.**

**WHENEVER HE SMELLS A PIECE OF  
CHEESE, HE WILL FOLLOW THE SCENT.**







# BERTRAM

## THE VISIONARY

Our exuberant, husky hamster grew up in a gilded cage. As a pup, he heard a radio play of Dumas' *The Musketeers*. Inspired, Bertram formed the Muscleteers, picturing himself as the dashing D'Artagnan. An overdramatic romantic, Bertram lives and breathes adventure. He feels he's a born leader but his inflated ego needs constant approval and he never misses a chance to steal the spotlight.

### HIS LANGUAGE

Grandiose, over the top, anachronistically elaborate.

### CHARACTERISTIC TRAITS

Bertram wears a cocktail stir-stick "rapier" to keep enemies at bay and tends to emphasize his speeches with dramatic poses.

# **BERTRAM**

**HE IS LIKE AN ACTOR LIVING  
HIS ROLE OF D'ARTAGNAN.**

**HE IS VERY AGILE AND QUICK  
DESPITE HIS BODY VOLUME.**

**HE IS FULL OF ENERGY.**





# JOSEPHINE

"Jo"

## THE FREEDOM FIGHTER

A former lab rat, brainy and inquisitive Josephine knows the value of freedom and is quick to confront injustice. She's a courageous, yet cool-headed fighter for the underdog. Jo appreciates order so Pomme's impulsive ways and messy habits drive her nuts. In her old lab, Jo gained an array of scientific knowledge and a keen sense of direction. In fact, she's a maze master!

### HER LANGUAGE

Thoughtful, empathetic, gentle and calm but when her passion rises, she commands attention! She carefully chooses her words, but when her passion rises she can be quite brash!

### CHARACTERISTIC TRAITS

Josephine has an overlong tail, which she uses like Indiana Jones' whip. She also developed a bad case of OCD during her time in the labor.







# JOSEPHINE

"Jo"

**SHE IS SMART AND HAS  
A LOT OF GOOD IDEAS.**

**WHEN SHE EXPLAINS STUFF,  
THE OTHERS MIGHT GET LOST,  
AS IT IS TOO COMPLEX.**

**WHEN SHE SEES INJUSTICE  
SHE BECOMES A DEFENDER,  
WANTED OR NOT.**







## THE BRAWLER

This street-smart mouse is sloppy, irreverent and boastful but he's got a heart of gold and never turns away anyone in need. Courageous to the extreme when his friends need their tails pulled from the fire, Pomme loves to brawl. Planning isn't his style. He'd rather leap into the action and improvise. Pomme has numerous cousins all over the city; on the street, in ships, garages and warehouses and they're all ready to help!

### HIS LANGUAGE

Plain English with modern idioms.  
"Hey bro!"; "Comin' atcha!"

### CHARACTERISTIC TRAITS

Pomme is rough and tumble. He's not afraid to tackle anyone, no matter how big. He is over-confident.



# POMME

Pomme de Terre

**POMME WOULD  
SURVIVE EVERYWHERE.**

**IF THERE'S SOMEONE  
IN NEED, HE WILL HELP.**

**HE THINKS HE KNOWS IT  
ALL AND CAN DO IT ALL.  
WELL, THIS IS NOT THE CASE.**





# THE RODENT COMMUNITY



## CITIZENS

The “citizens” are a colorful mix of small animals from the harbor district. Here, mouse and rat families live side by side on the edges of the human world. The mice and rats don’t get on very well, but two things unite them: their dread of Rattila and their admiration for the Muscleteers.



WATCH OUT FOR OUR

# VILE VILLAINS

## RATTILA

### LORD OF THE RATS

Rattila is the “Godfather” of a large clan of rats that rule the city’s vermin underworld through intimidation, theft and guile. He believes he’s making the town a better place for all but is always open to gaining extra benefits for his “family”.

With enemies like the harbor cat pragmatic Rattila negotiates partnerships of convenience; exchanging favors, and sometimes even asking the Muscleteers for help. Despite a mean streak, Rattila is a rat of his word – more or less. But he never forgets a defeat.

While Rattila spoils his daughter Rattelique, he is very strict with his son Bratterick. Rattila wants him to learn the job from scratch and rise through the ranks, but Bratterick can never measure up to his father’s expectations.







## BRATTERICK

Rattila's ruthless, spoiled son, Bratterick, delights in abusing his power as Daddy's right-hand-rat. With his henchrats, Ramona and Roger, for muscle, this selfish, calculating rogue oppresses and exploits weaker rodents. Because he often flies into a rage when he doesn't get his way, few dare to disobey him. Even his family isn't immune to devious Bratterick's unscrupulous machinations. He plays his parents off against each other and always turns his father's plans to his own advantage. Bratterick is the real enemy!

He hates it that he has to learn the ropes and that his parents seem to prefer his sister Rattelique.

## RATTELIQUE

Daughter Rattelique is treated like a princess, her every wish fulfilled as long as she doesn't leave the confines of home. She has all the material things she wants but wants to go out and have a life! She's willing to trade favors to gain some freedom, even if that means stabbing her family in the back. Loyalty means nothing to her and she'll be your friend if you have something to offer in return.

Rattelique thinks she is nice and lovable, but is too selfish actually. She has no real friends as she sees everybody else as her private servant. She would not survive for long in the streets.

## RATOINETTE

Bold, brassy and very pretentious, Ratoinette fancies herself cultured. She loves living in luxury in the Green Lagoon and dotes on her children, Bratterick and Rattelique. Everything Ratoinette does is big: her earrings, her decorating and her melodramatic behavior. She'll wail, sob and swoon to get attention from Rattila. Ratoinette has a big heart for her family but when it comes to the citizens, she adopts a Marie-Antoinette "Let them eat cake" attitude.

Ratoinette actually behaves like a queen and as if she had a royal background. She does not leave the home very often as the outside world is dirt and disgusting. She sees Rattelique as her mini-me.



## **SELECTED EPISODES**

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## EP 104

### The Fifth Muscleteer

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*Ratteliqye wants to become a Muscleteer. Surely, she just needs a brave deed? But being a hero is not enough to be a real Muscleteer...*

Ratteliqye doesn't want to stand in the shadow of her brother anymore. She wants to be a Muscleteer! She hatches a plan to convince the four of her courage - bravely helping Jolly Roger to cross a dangerous street. Now the Muscleteers take her in! But soon it becomes obvious that being a Muscleteer means much more than just being a hero - and the friends have to get shot of Ratteliqye.

## EP 107

### Lost & Found

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*Cat Caesar steals Ratoinette's pearl and the Muscleteers are hired to bring it back. But the Muscleteers are not the only ones, who want to find the treasure...*

Cat Caesar steals Ratoinette's pearl and the Muscleteers are hired to bring it back. But the four friends only agree under one condition: Rattila has to stop collecting taxes from the harbor residents. Ratoinette agrees, but Rattila can't agree with those terms. He has to find the pearl before the Muscleteers do!



## EP 108

### Picandou Home Alone

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*Picandou doesn't want to be a Muscleteer anymore. But when Bertram, Pomme de Terre and Josephine are trapped by Bratterick, Picandou has to rescue them.*

Picandou doesn't want to be a Muscleteer anymore: Too much stress and danger! But the next rescue won't wait and the Muscleteers have to tackle it without their friend. Unluckily, the emergency call is a trap from Bratterick, and he takes Bertram, Pomme de Terre and Josephine as prisoners. Finally, he gets rid of the Muscleteers! Will Picandou come back to save his friends?

## EP 114

### Car Trouble

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*The Muscleteers build a remote-controlled car, only for Rattila to steal it! Pomme de Terre and Picandou sneak off to the clan's headquarters to reclaim what is theirs...*

The Muscleteers fiddle about, getting Josephine's remote-controlled car going. When it's ready, Pomme de Terre wants to take it for a test drive. But things soon go wrong - and Rattila steals the car. Merde! On a mission to get it back, Pomme de Terre and Picandou sneak off to Rattila's headquarters. But two Muscleteers are not as strong as four...



## EP 124

### Stuck in a Manhole

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*With Picandou and Rationette trapped in a manhole cover together, it's a race against time for the Muscleteers to free them as a street cleaner slowly approaches...*

A romantic date night for Rattila and Rationette goes horribly wrong when Rationette gets stuck in the manhole cover. It gets a lot worse when Picandou gets stuck beside her - and the street sweeper starts to work around the block. Rattila and his goons and the Muscleteers work side by side in a race against time...

## EP 129

### The Flood

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*Herman and Sherman are stuck in the flooded canal. Picandou, Pomme de Terre and Josephine try to rescue them, but the water rises too high. Now only one Muscleteer can save the group...*

Herman and Sherman are stuck in a flooded canal. It should be no problem for experienced swimmers Picandou, Pomme de Terre and Josephine! With straws for breathing, the three climb into the drains, while Bertram, terrified of water, waits outside. But the water rises too high and the three don't come back. Now Bertram has to overcome his fear and jump into the cold water.

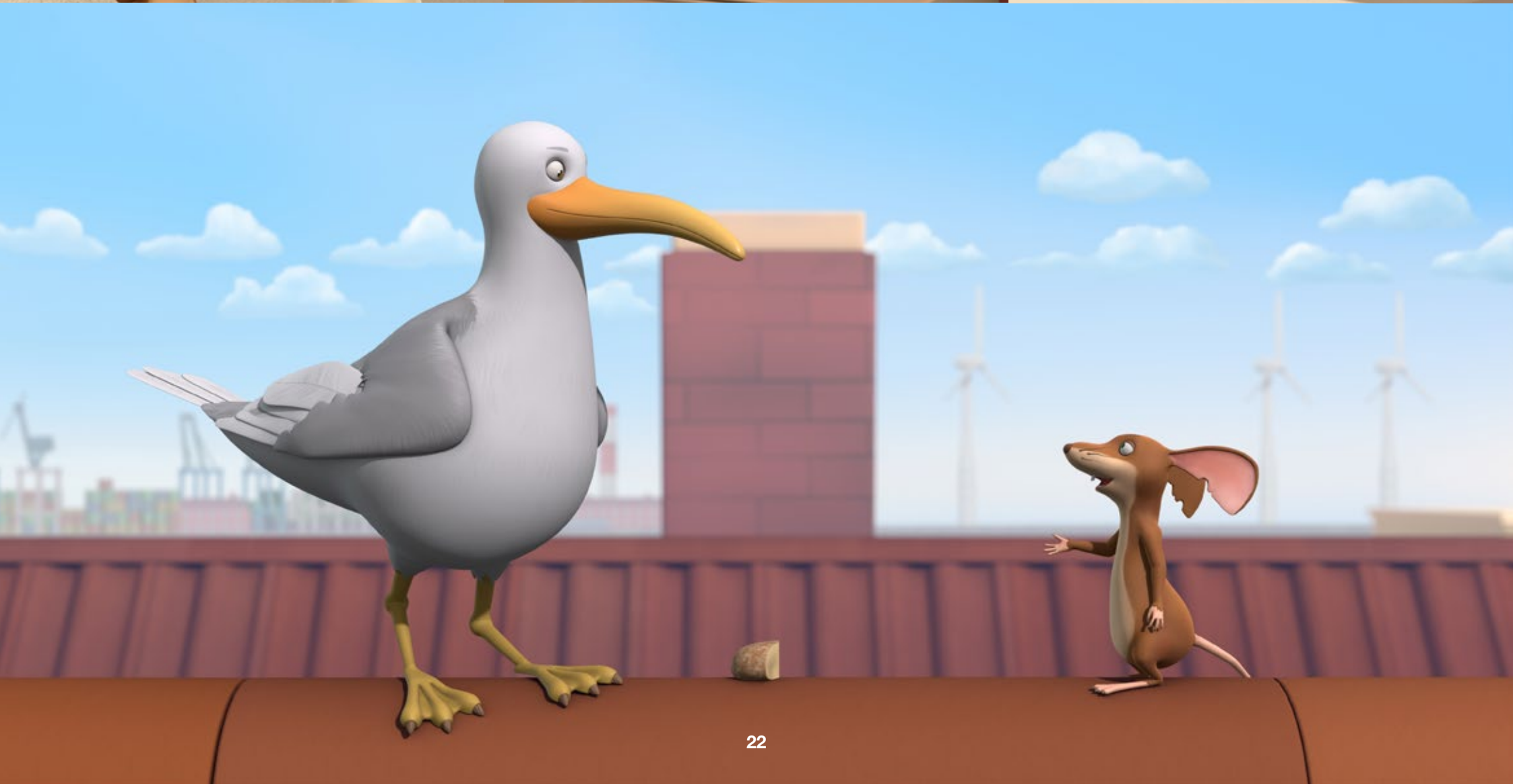






**GALLERY**

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## CREDITS

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