

TÖRTLE

One, two, three ... four, five, six



CONTENT

About	03
Characters	05
Episodes	16
Gallery	19
Credits	22
Contact	23





ABOUT

Format: 26 x 24 min.

Genre/Subgenre: Junior/Animation

Target Audience: Kids 6-9

Technique: 2D Animation

Key Words: Comedy, Culture Clash, Animals & Humans

Focus/ Themes/Tonality: The culture clash between humans and animals is the visual and entertaining core of each episode. The viewer sees what animals do when humans are not looking. The animals regularly have the upper hand over the humans and outsmart them with diversionary tactics, false trails and surprising abilities.

The theme world serves the reality of the audience's lives: it is about demarcation and belonging, friendship, trust, group dynamics, family, consideration for others and role models. The humour comes from the fact that the audience takes on the perspective of the animals and thus gets an ironic view of their own species.

Törtle breaks the fourth wall and speaks directly to the viewer at certain moments. Each episode begins with an uncomfortable and sometimes precarious situation for Törtle, which he comments on for the viewer. In this way we are quickly drawn into the story and are always a bit ahead of the action - even if Törtle himself is so slow!

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SYNOPSIS

A slow exotic turtle named Törtle gets caught up in the culture clash between humans and wild animals but always emerges as the unexpected hero.

It's summer in Muddlemere, a tranquil little town right on Muddle Lake. Wild animals have made themselves at home here, not in direct contact with humans, but close enough to enjoy the comforts of civilisation. When they look for food and shelter in the rubbish bins, gardens and garages, Wendy the vixen, Grumpf the boar, Kevin the marten and many others regularly come into conflict with the residents of Muddlemere and their pets. And in the middle of them all: Törtle, the exotic. As a tortoise who grew up in a pet shop, he is neither pet nor wildlife. Because he has time enough to observe people and animals very closely, he understands their behaviour and finds solutions to their conflicts that you wouldn't expect from a slow creature like Törtle. In every episode Törtle gets caught up in the culture clash between humans and animals but always emerges as the unexpected hero.





CHARACTERS

TÖRTLE

TÖRTLE the TORTOISE – is the only „new guy“ in Muddlemere and the unexpected hero of the show. As an exotic fish out of water, no one sees him as serious competition or danger, so almost (!) everyone trusts him. Törtle is slow, which gives him time to think. He is cautious and reserved. When he is afraid, he starts counting, this calms him down. Born and raised in a pet shop, life in the wild does not come naturally to him. But he is an excellent listener with a great „animal-human understanding“. This makes him an ideal mediator. He is not the classic hero who actively drives the plot, but he pulls the strings and is the voice of reason. Wendy the vixen is his best friend, and if he's in danger, she is there to help him.





WENDY

WENDY the VIXEN – lives with TÖRTLE in an abandoned garden shed. She is a thoughtful but also very curious character. She is smart and clever. But she can also be a bit sneaky and is always looking out for her advantage. If someone talks nonsense, she lets them know it. So Wendy often comes across as stuck-up to others.

HOCUS POCUS

HOCUS POCUS the SWAN – is the self-appointed chairman of the weekly meeting of the wildlife in Muddlemere. He is quite vain and believes that he alone is qualified to solve big problems. He avoids flying whenever possible because he knows he won't cut an elegant figure when he lands.



A cartoon illustration of a wild boar family in a forest. Brunella, a dark brown boar, is sitting on the left, looking towards the right. In the center, Grumpf, a larger dark brown boar with a white tusk, is walking towards the right, with a small spotted piglet following him. The background features a large green tree on the right, a sunset sky with orange and yellow clouds, and various bushes and flowers in the foreground.

BRUNELLA & GRUMPF

The GRUMPF FAMILY – GRUMPF the WILD BOAR inspires respect in both humans and animals. He knows no fear - except fear for his wife BRUNELLA and their 5 FRESHLINGS, whom he loves above all else. He thinks he is the boss of the family, but in reality, Brunella wears the trousers. She is the only one who respects Grumpf. When he has to justify himself to her, he gets in a bad mood and digs up the Luttkewitz garden. Brunella is gentler than Grumpf but can become very resolute when she has to bring her husband to his senses.

MAiSY

MAiSY the HOUSE CAT – is a proud and snooty feline. She knows and hears everything around her. As the spokesperson for all house cats, she takes part in the wildlife meetings, but behaves opportunistically and represents her own interests. The fact that her mistress Alina often leaves her alone doesn't bother her. That way she can do whatever she wants.





ABBY

The RACCOON sisters ABBY, BAILY and CALLY are triplets and speak as if they were one person. They are equally clever, adventurous and daring. They like to break rules. Especially the “Don’t break into houses!” one. They cause a lot of damage to the human inhabitants of Muddlemere and thus unfortunately contribute to the bad image of wild animals.



KEVIN

KEVIN the MARTEN – due to his constant nervousness, he has developed some tics: He jumps around a lot and wiggles his whole upper body. He just can't stand it when someone seems sad and lonely, or someone is abandoned. Interiors and engine compartments of nice cars are Kevin's favourite places. He often bites cables.



IVO

IVO the FOX – is a fat and completely spoiled fox. His stomach is more important to him than anything else in the world. Due to his constant hunger and greed, he has lost all inhibitions. Ivo is lazy and doesn't care what others think of him.



BALDWIN

BALDWIN the BADGER – firmly believes that animals belong in nature and not near humans. He lives a rather secluded life and only appears when the garbage cans are emptied. His goal in life is to one day emigrate to the wilderness, although this will probably overwhelm him. He often appears grumpy, is a creature of habit and initially reacts negatively to change.



ANTON

ANTON the Labrador – is the pet of the two Budak children Josephine and Paul. He is well behaved and only barks when he is happy. Anton is clever and, unlike Maisy, seriously represents the interests of the house dogs at the animal conferences. He is a bit jealous of Törtle, as the slow reptile is very popular with Josephine and Paul.

THE BUDAK FAMILY

The BUDAK FAMILY – MARIO BUDAK (42) fled Croatia with his family when he was a boy and has since lived in Muddlemere, where he works in the local building authority. His wife ANNA (38) is a veterinarian and runs a practice in their home. She is involved in animal welfare and is an active member of an organisation for the protection of wolves, which is a thorn in the side of many local

residents, especially Luttkewitz. Her two children, JOSEPHINE (11) and PAUL (9), are lively and bright kids who spend most of their free time outdoors. Sporty Josephine is the reigning swimming champion in her age group, while Paul is better at school, which often annoys his sister. Paul also finds Josephine's love of animals a bit exaggerated.



HERMAN

HERMAN LUTTKEWITZ (77) – has a deep dislike for the wild animals in Muddlemere. The wild boar Grumpf is his nemesis, as he regularly trashes his garden. That and the verge in front of his house are the tidiest green spaces in all of Muddlemere. Luttkewitz is a neat freak and at least as choleric as Grumpf.

ROSE

ROSE KLOTZ (68), divorced Schneider, née Pirborsky – is Josefine's and Paul's grandmother and the mother of Anna Budak. Rose is a woman with both feet on the ground. She is proud of her independence, considers herself infallible and has an answer for everything. She is not suited to be a classic grandmother because she is not very good with children.

GERDA

GERDA GRUBER (50) – is a grim and bitter person. When it comes to her money and possessions, she is stingy and unscrupulous. Her garden is laid out in such a way that she hardly has to take care of it. She is an estate agent and to keep property prices high in Muddlemere, any means will do.



SASCHA

SASCHA BOMMEL (28) – is a journalist at the local newspaper and always looks for the big story. But most of his stories turn out to be trivial and small, which frustrates him. He would like to be with his colleague Alina Jessen and has even started jogging because of her. Bommel is a rather

ALINA

ALINA JESSEN (25) works at the same newspaper as Sascha Bommel and lives alone next to Grandma Klotz's house. Alina is a helpful neighbour, but rarely at home. She is young, sporty and active, loves jogging and swimming. She is also the coach of Josephine's swimming club. Alina likes to go out, which is why she often feels guilty about her cat Maisy.



KIKI

KIKI the CROW - is a selfish loner who is always looking out for her own advantage. She sees everything from above, but only helps as a scout if there is something in it for her. Kiki is quite free with the truth. She doesn't lie offensively but likes to keep quiet about one thing or another.



episodes

episode 3

Kevin, the Invisible

Kevin the marten loves cars more than anything. At the moment he is in love with Mrs Gruber's sports car and will risk anything to smell and touch it.

But there are plenty of dangers, starting with Mrs Gruber herself, the mischievous neighbour Luttkewitz and the fierce home remedies to ward off martens. Törtle has his hands full trying to protect Kevin from the worst.



episode 4

Up the Creek

Rose Klotz thinks only of her tomatoes. To water them, she pumps all the water from the creek. She doesn't care about the consequences for the animals. That has to change.

Törtle, who is teaching swan Hocus Pocus a better take-off and landing technique, quickly realises that the creek bed has become a mud desert. So he calls Kevin the marten to destroy the water pump.

episode 5

The Swap

Mrs Fitzwitz mistakes her dog Nefertiti for the fat fox Ivo, who is greedy enough to settle down with the generous Fitzwitz. Nefertiti, however, has disappeared without a trace. Törtle is worried when he sees that the dogs of Muddlemere blame Ivo for the disappearance and are chasing him. To find out what has happened, Törtle must track down the lost dog as quickly as possible.





episode 7

The Thief

Because people show no respect for him or the animals in the forest, the boar Grumpf steals everything that is not nailed down. Furious, old Luttkewitz organises a vigilante group.

Törtle must intervene. Not only must he try to dissuade Grumpf from his mad plans. He must also succeed in returning all that has been stolen and soothe the tempers.

episode 13

Cat Flap

The raccoon sisters have discovered Maisy's super-cool cat toys. The cat flap makes it easy for them to get into the house, have fun with the toys and leave a battlefield. Alina suspects that her own cat is the culprit. Maisy is so angry at the raccoons that she declares war on all wildlife at the animals' meeting. Törtle cleverly takes advantage of the sisters' dim-wittedness and not only proves Maisy's innocence, but also teaches the raccoons a lesson.



episode 14

Swan Lake

Törtle and his friends can hardly believe it: the otherwise so reasonable swan Hocus Pocus seems to have fallen in love with a swimming plastic swan. But when the plastic animal is blown into the branches of a giant tree, Hocus Pocus feels abandoned by his beloved. Without further ado, he takes Törtle up to dizzying heights: not a safe place for tortoises.



GALLERY







CREDITS

Based on:

the original books "Törtel" by Wieland Freund

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