

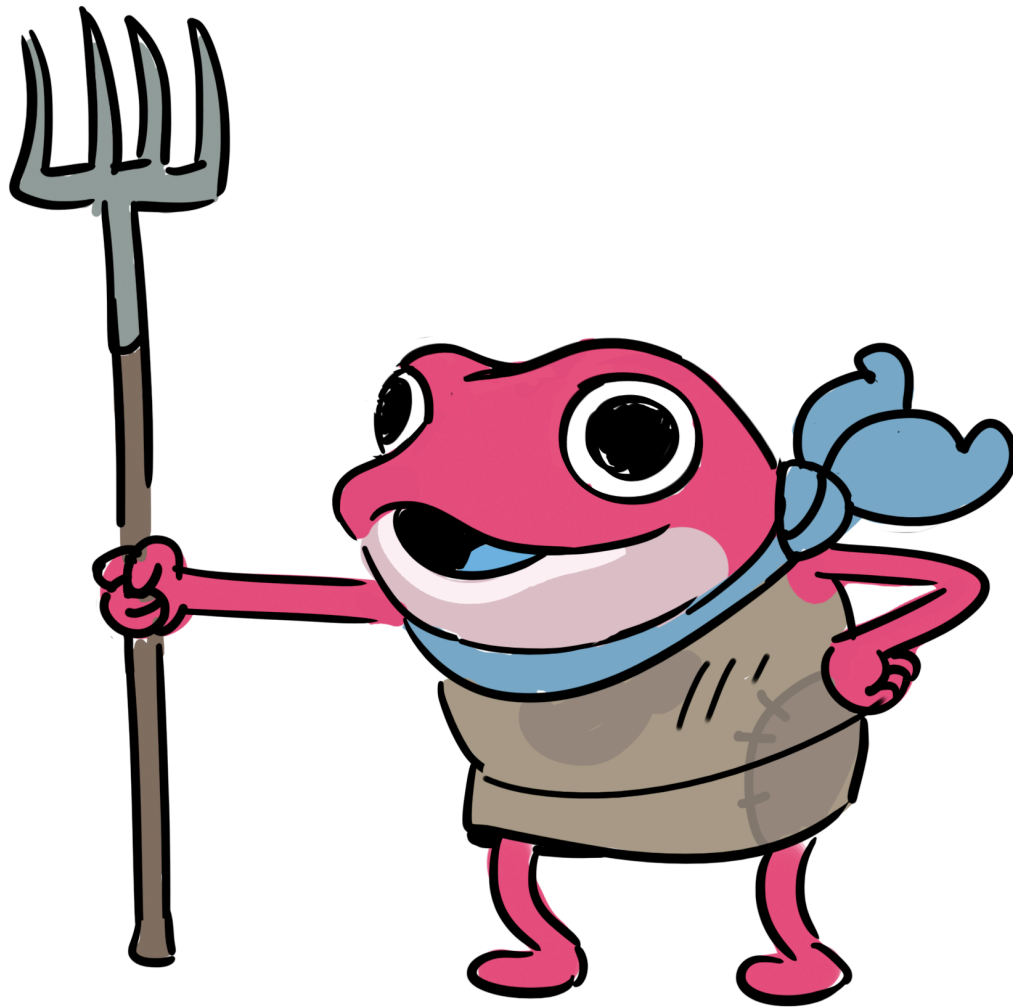
AMPHIBILAND



Summary: Three 13 year old girls find themselves trapped in a medieval-fantasy world populated entirely by anthropomorphic frogs, newts, turtles, and salamanders.

Welcome, one and all to Amphibiland! Amphibiland is a comedy/adventure that follows the exploits of Anne, a girl out of place in her new, terrible home. It takes place in an amazing world full of magic, giant monsters, mystery, mud and worms. A lot of mud and worms.

WEED



Amphibiland is told from the point of view of a simple little frog named Weed. After befriending a very strange creature from the woods calling itself "Anne," Weed adopts it as a pet and brings it home to help at his grandfather's farm house. Weed adores Anne and is fascinated by her. He's never seen a creature so strange before and is overjoyed that the mediocrity of his farm-life has been interrupted by such a peculiar thing. The truth is, Weed has always dreamed of being more than a farm hand.

ALWAYS
SOMEWHAT
BEWILDERED



ANNE

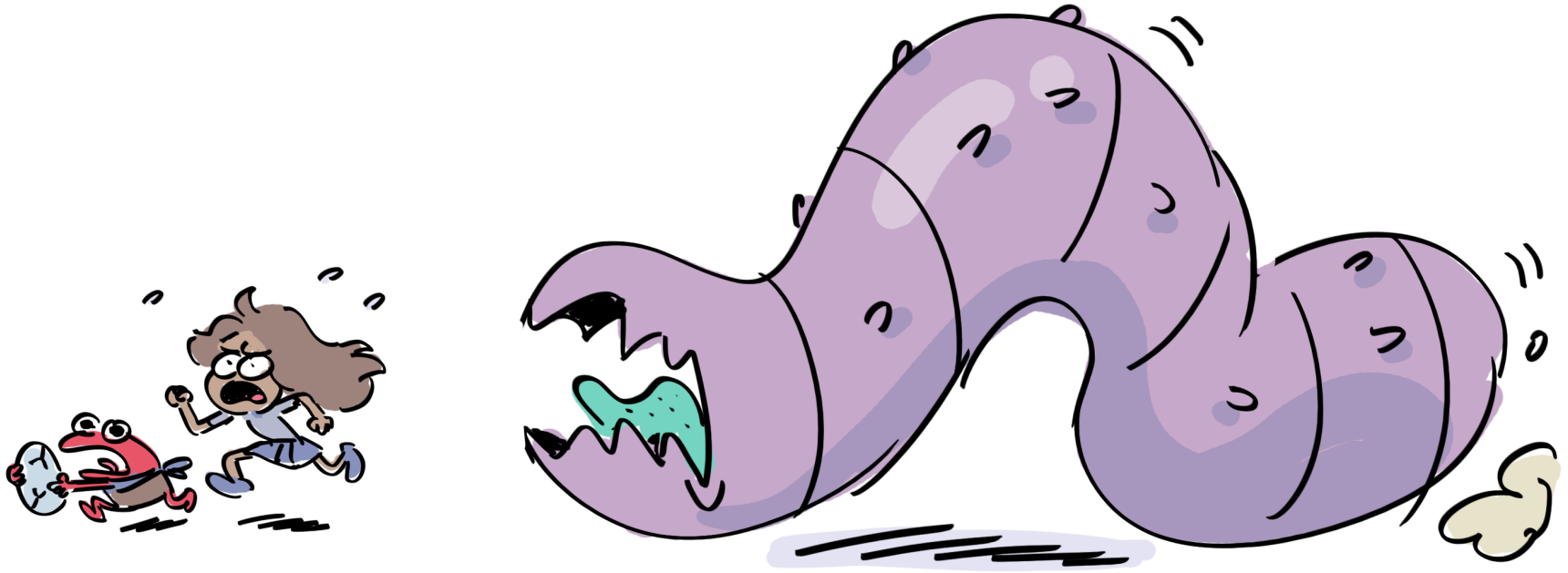
Anne is a strange creature who has been wandering in the woods, eating twigs and living in a cave. She is grateful to Weed for a place to stay but can be very lazy when it comes to farm chores. She hates worms, which is weird because they're absolutely delicious. She tends to ramble on about how great her old life in "Laws Anjuhless" was and how terrible things are for her now. She claims there are two more creatures just like her somewhere in Amphibiland and that she needs to find them so that the three of them can go home together. Poor Anne always seems a bit bewildered, like reality is a little too much for her to handle. She's easily grossed out by everything which is unfortunate for her considering how downright nasty Amphibiland can get.



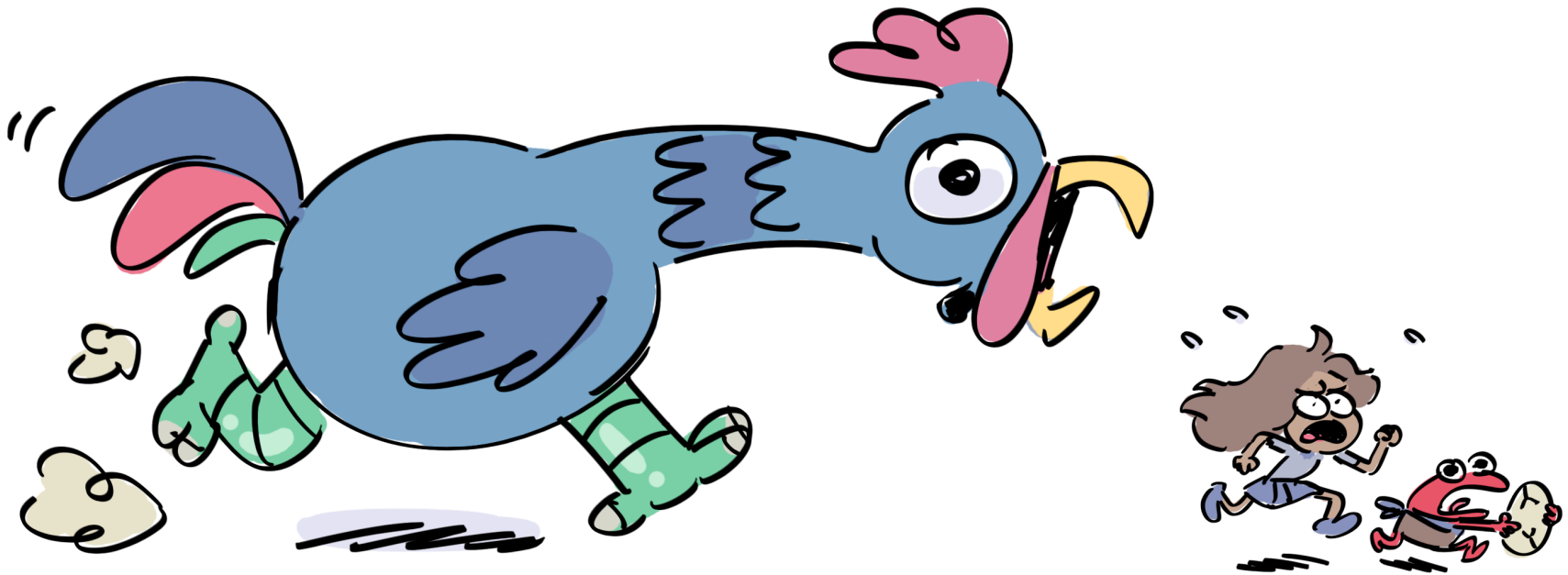
Weed and Anne's friendship is the key relationship of the show. From their first meeting to their eventual travels together, these two should be inseparable.



Life on Weed's farm is tough for Anne. . .



Even simple tasks like collecting eggs can be an exercise in survival!



SQUEEZING
the
MILK WORMS



The series follows Weed and Anne's adventures on the farm, the town of Lily Paddington, and eventually their journey throughout Amphibiland to find Anne's friends. Episodes will range from stories as small as finding out who stole some eggs to stories as big as an army of toads terrorizing a whole town.

As events unfold, we eventually learn who Anne was back in the human world and how she found herself in this strange land in the first place.



OTHER



Grampa

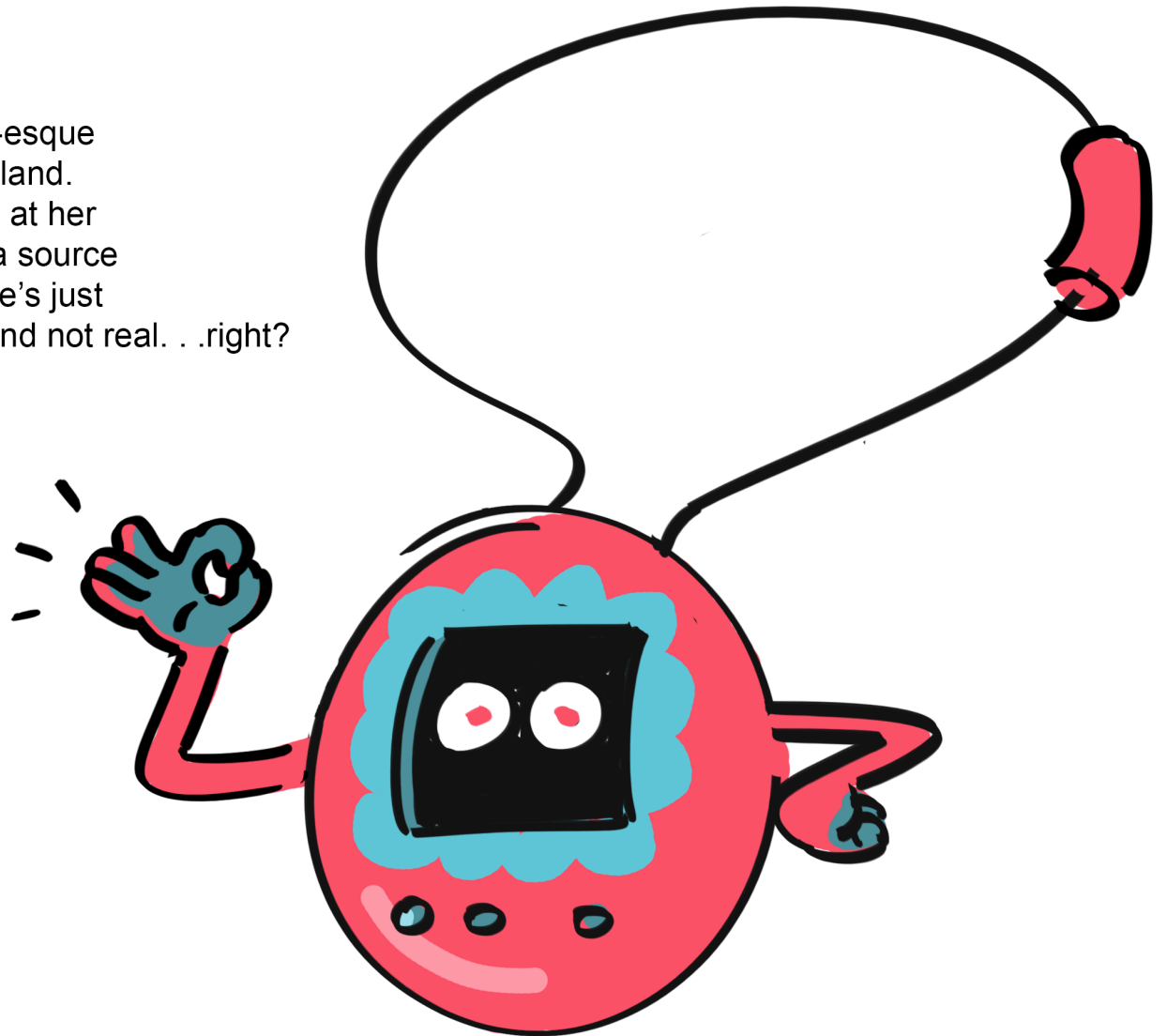


Weed's grandfather means well, but is deaf, blind, and nearly senile.

Basically, he's no help at all and creates more trouble than he's worth. He likes to kick back on the porch with nice cup of worm milk. And yet. . .one has to wonder if this old frog knows more about Amphibiland than he lets on.

Eggbert

Eggbert is Anne's enigmatic tamagotchi-esque toy that has traveled with her to Amphibiland. He only speaks when Anne is alone and at her lowest point emotionally and serves as a source of advice and encouragement. Surely he's just a quirk of Anne's decent into madness and not real. . .right?



Sir Gunther

Gunther is a VERY popular and handsome knight who is well known throughout Amphibiland for his bravery. It's a total ruse however, and Gunther is actually a coward and opportunist. He falls in love with Anne at first sight, and won't stop chasing her till he has won her hand. Weed always thinks Anne is very lucky to have such an admirer.



Snail Mail

Not really a character per se,
but the mail in Amphibiland is
delivered on giant snails.

Just thought you should know.



TROADS

Toads are utter brutes and always bullies. They pillage, loot, burn, and generally antagonize the poor well meaning residents of Amphibiland. If only they could be taught some manners!



Amphibiland is full of mysterious and crazy characters, many of which are actually certifiable. Here's a sample!



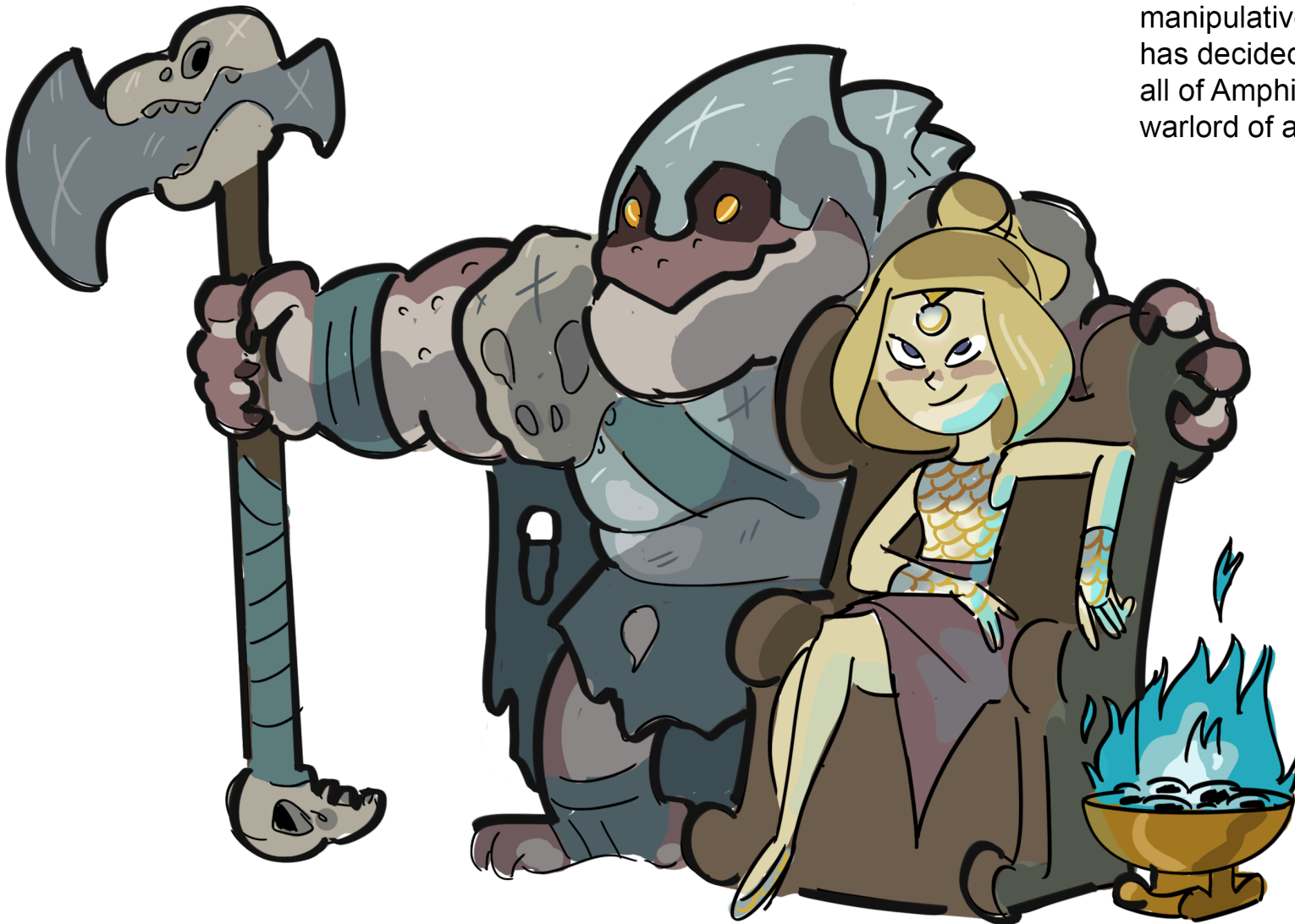


Marcy & Co.

Amphiland has brought out the best in Marcy, one of Anne's two friends from back home. Armed with a trusty "knock knock" joke book that is surprisingly effective with frogs, she travels the land as bard and entertainer.

QUEEN Sasha

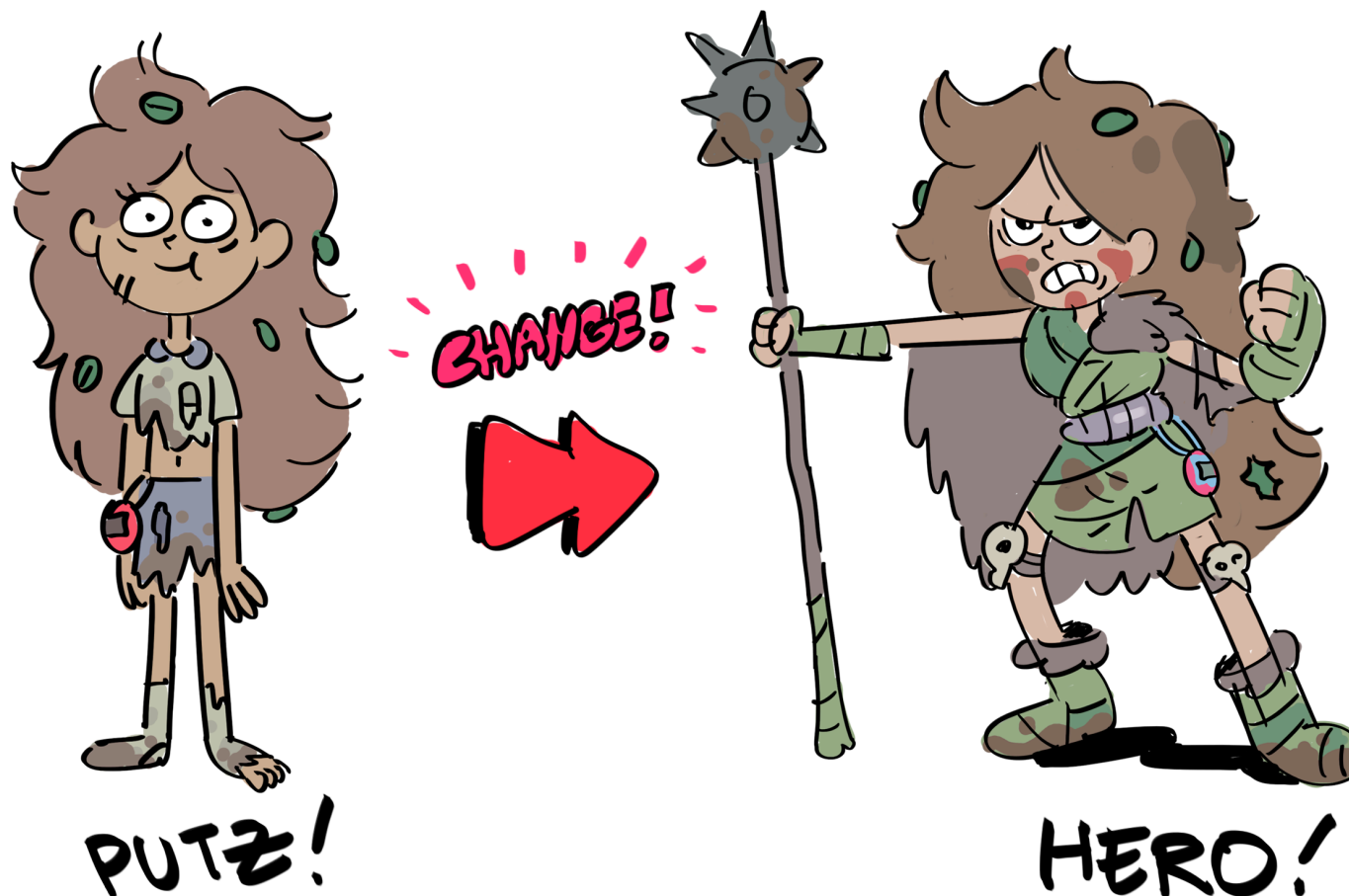
Unfortunately, the land has brought out the worst in Sasha, Anne's other friend. Power-hungry and manipulative, Sasha has decided to cast a shadow over all of Amphibiland with her barbaric warlord of a fiance.



Long-term Goals/ The bigger story:

One of the most important parts of Amphibiland will be seeing Anne transform from a timid and somewhat selfish person into a full blown hero. From her time at the farmhouse to her eventual travels in search of her friends, the experiences she has will mold her into a completely different person than what she was back home.

In addition to this character change, the show will reveal over time the story of Anne's past life in Los Angeles, the relationship she had with Sasha and Marcy, and how it caused all three girls to wind up trapped in Amphibiland. This history and other memories from home should haunt Anne during her adventures and serve to emphasize her growth. The girls have brought a lot of emotional baggage with them to Amphibiland, and all of it will eventually bubble to the surface in fun and exciting ways.



SAMPLE EPISODES:

1 - Anne has been having a bad day and Weed tries to find some eggs (she mentions missing scrambled eggs) to cheer her up. When he ends up incurring the wrath of a giant purple rooster, Anne has to snap out of her wallowing to save him.

2 - Weed and Anne go to town together to sell produce and Anne is easily conned into giving them away for practically nothing. Weed tries to teach Anne the basics of haggling and bartering but takes things too far and ends up enraging the entire market and causing them to riot.

3 - Weed and Anne buy a little pig to enter into the annual village pig race only to learn that it has a horrible sense of direction. When they push it too hard and it runs away, Weed and Anne have to scour the woods looking for it before it becomes someone's dinner.

4 - Some rambunctious toads set up camp near the farmhouse and keep everyone up with their ballyhoo. Anne and Weed come up with plot after plot of how to passive-aggressively get them to leave when it turns out all they had to do was ask.

5- Anne tries to teach the tadpoles of the town orphanage the steps to a popular LA boy band dance group, but unwittingly turns into an overbearing and militant dance instructor. She eventually learns to let go and just let the kids have fun flopping around on stage.

6- When a monster storm passes over the woods, Anne has to tell stories to Weed in order to comfort him up as he's terrified of bad weather. The stories Anne tells end up being hilarious approximations of some awful romantic comedies from back home.

STORY EPISODE:

7 - Anne discovers one of her lost friends, Marcy, working as a bard in a strange nearby town. It turns out Marcy is living high and refuses to leave her life as a celebrity. However when it becomes clear that the town has no intention of letting Marcy go free ever again, Anne and Weed have to help her escape from a mob of adoring fans.