

CAPTAIN  
HOG

*& Friends*

UNGER | FIEDLER

A CREATIVE TRANSMEDIA STUDIO



# *Captain Hog and the Caribbean Pirates*

---

Genre: Adventure animation series about climate change  
Target group: children (6-10 years)  
Facts: 12 x 23 minutes  
Setting: Nowadays on a small island in the Bahamas in a world without people

## **Synopsis**

When three animal children on the Caribbean island stumble across an old pirate hat and its famous pirate spirit "Salzeria", their lives turn upside down: suddenly they can see nature spirits everywhere, which are endangered from the increasing environmental collapse! As fresh-baked, genuine pirates, the inventive piglet Hog, the cheeky tree rat girl Nuts and the cheerful flamingo Pinky want to save the world and jump from one fun adventure into the other. Can they help the nature spirits and their island with their ingenuity?

## *The island and the pirate gangs*

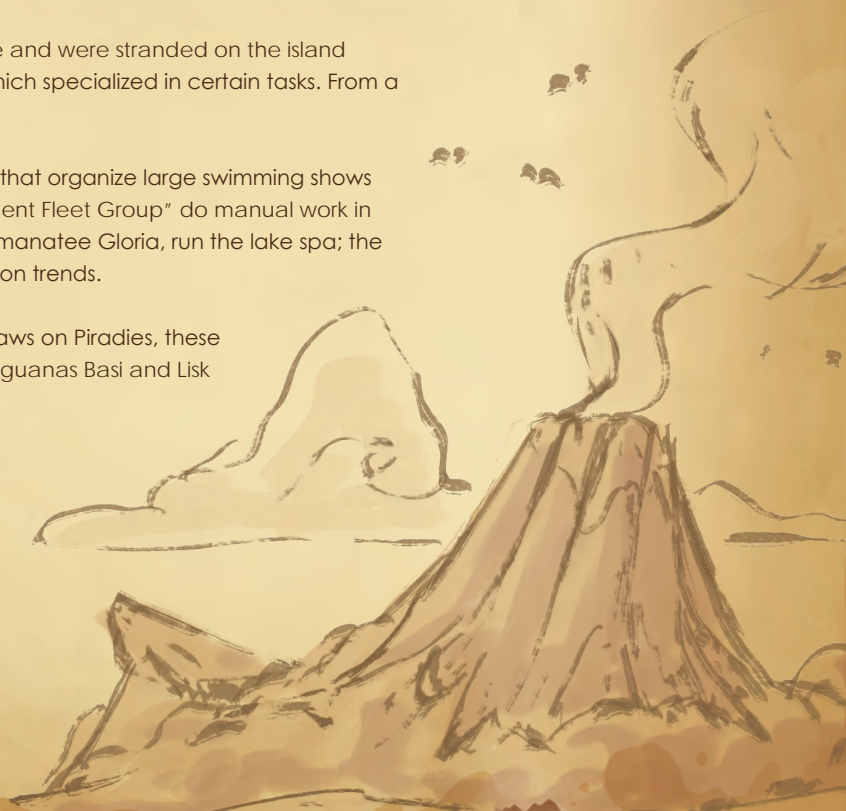
---

Far away from civilization, in the middle of the blue Caribbean Sea, lies the idyllic island of Piradies.

Many pirates once searched in vain for a hidden treasure and were stranded on the island forever. Different pirate fractions formed on the island, which specialized in certain tasks. From a certain age, every island member joins one of them.

So, there are for example the "Star Pirates" - famous pigs that organize large swimming shows and reenact historical sea battles; the pirates of the "Rodent Fleet Group" do manual work in the tropical forest; the "Glorious Pirates", headed by the manatee Gloria, run the lake spa; the bats of the "Stylez pirates" celebrate parties and set fashion trends.

Despite the many pirate gangs, there are also rules and laws on Piradies, these are determined on the western beach by the two noble iguanas Basi and Lisk with their adopted son Pinky.



# The Spirit World

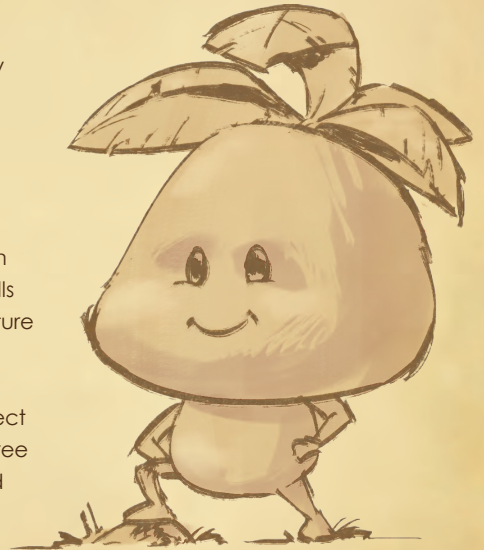
---

The island is surrounded by spirits of nature. They are small, inconspicuous beings - some as small as fireflies, others as big as tennis balls. All have the same shape while they hover around and eagerly inspect everything in their surroundings.

The spirits are essential for the survival of nature, the island and the entire world. Every nature spirit has a specific task so that the natural balance is guaranteed: be it the growth of plants, shapes of clouds, the warmth of the air, etc. Some even take care of the entire planet's temperature. They often work together and influence each other.

If, for example, lots of trees are cut down, tree spirits no longer have a space to live in and can no longer make the trees grow. As a result, the spirit's energy builds up, swells and leads to them becoming sick. The sick spirits begin to glow and raise the temperature or can no longer float and roll into the sea - this increases the water level.

Hog, Nuts and Pinky are the only animals that can see nature spirits. They want to protect the spirits from the animals that unintentionally threaten them and the nature. The three animal children know that without the nature spirits there is no environment, no island and no animals.





## Hlog

The curious and inventive piglet is from the swimming pig family. When he tried to learn how to swim, he was seriously injured, which is why he has not only a scar on his left cheek, but also great fear of the sea.

His ingenuity and imagination often help him, but also doom him when it comes to his fears. As a pirate captain, he is faced with responsibility and dangers and has to learn to believe more in his abilities, talents and in himself.



## Pinky

Pinky is a young flamingo that is proud of his single, already pink feather. As the foster son of the iguanas Basi & Lisk, who form part of the nobility on the island, he is perhaps a little too vain and pays a lot of attention to his appearance.

Nevertheless, he is funny, optimistic and always up for fun. He wants to spend an uncomplicated and relaxed time with his friends and family without having to worry. He is often a little too carefree, likes to overlook dangers and has to learn that you have to prepare for the future - otherwise it may be too late.

## Nuts

Nuts is a confident and fearless tree rat girl who always has an urge to do something. She loves excitement and adventures and often acts thoughtlessly according to the motto "act now instead of regretting it later!"

Nuts loves her friends, to whom she doesn't have to prove anything, and keeps memories of shared adventures like a treasure. She is afraid of change - but she will have to learn that change can be good and can even improve the world for everyone.





## *Salzeria de Suerte Magneficia Peiran,*

or just **Sally**

Sally is the 300-year-old ghost of a legendary pirate. She was cursed. But now that the three animal children have found her in a cave in Piradies, she senses the chance to finally set sail again and lead the "un"-life as a pirate.

For the children, she is a mentor who always keeps a cool head and encourages them to perform better. But what happens when Hog and his friends find out about her unspeakable secret or the numerous lies she told?



# Episodes Season 1

---

1.

## A new pirate gang

The animal children should each choose a pirate gang, but they don't want to lose each other. When they find a treasure chest and get to know the pirate ghost Salzeria, there is suddenly a new way: to start your own pirate gang and change the world!

2.

## The Pirate Trial

A real pirate captain must be fearless, strong and free - Hog fails completely in the three tests. But when it gets serious and his friends are in danger, he suddenly proves that he is a real leader!

3.

## On the oil, ready, go!

When the spider crabs find oil and can hover with it, they put all the inhabitants in danger. Nuts wins a race against the crabs and together they develop the transport system of the future.

4.

## The golden coconut

Gloria harvested all the fruits on the island for this year's cooking competition. That leaves only one chance for the three friends: to find the legendary golden coconuts. But it is only when Pinky finds a way to use the ingredients that nobody wants anymore that they win the competition.

5.

## Memories and other dangers

On a souvenir trip across the island, the friends find that nothing is the way it was. Out of frustration with the many changes, Nuts wants to surpass an old adventure, which they never had before. It is only through Hog's invention that the project becomes a success and Nuts overcomes her fear of something new.

6.

## Styles, fashion and bats

The bats have a new soft spot: plastic robes - but they clutter everything. Pinky wins the fashion competition with colorful second hand clothes and sets the new, true trend.

**7. Nuts against the singing mermaid**

The corals in the sea are sick because Gloria uses too much energy for her new spa and lots of hot, burping nature spirits roll into the sea. After a big argument with Nuts everyone gets together and rebuilds the spa to save the corals.

**8. A cool breeze**

For a pig's swimming show, summer temperatures are fought with cooling machines, but this turns aerial spirits into fireballs that threaten to plunge onto the island. Together, the friends develop cooling that is fun even for the spirits.

**9. The shuttlecock**

Pinky is growing more and more pink feathers - now as Crown Prince of the Island he should take more responsibility and organize a ball. The organization ends in a big argument between Nuts and Hog, who completely forget about Pinky. But Pinky can resolve the argument with a big, fun food fight.

**10. Increasing danger**

The sea level continues to rise and the dwellings are in danger of being flooded, which is why DonCoon is cutting down a lot of trees and wants to build a dam quickly. Hog's invention is used by DonCoon to cut wood, but it goes crazy - it is only when it was stopped that the sea stopped rising.

**11. The power plant of the future**

The volcano erupts because DonCoon sucks its energy. The children hijack his machine and secretly rebuild it, so that the great magma spirit is spared and instead the energy of the sun can be used.

**12. The environmental award**

The great environmental award is overshadowed by a wild nature spirit that brings chaos over the island. Hog takes on the spirit alone, but can only calm him down when all the residents pull together - the island is ready to protect itself. The friends set off on a new adventure far out in the sea with their pirate ship.



# Producers Note

---

"Captain Hog and the Caribbean Pirates" is an adventure series for children, which (with a lot of humour and concrete solutions) knows how to counter the feeling of powerlessness in current times of climate change and environmental collapse.

Our story takes place in the Bahamas, an island nation that will fall victim to rising water levels in real life over the next few decades.

Through the choice of figures and the basic setting, the series is aimed at girls and boys of elementary school age. At this age they are just beginning to grapple with the wider outside world, can already grasp the first complex relationships and experiment with their effectiveness in the world. They need age-appropriate opportunities to deal with issues such as climate change and environmental degradation and to find their own way of dealing with them. Our series is created in close coordination with representatives of our target group.

In "Captain Hog and the Caribbean Pirates" the children are finally in power and can feel that they can change their own future and that they are stronger together. The series offers concrete solutions instead of scaremongering. True to the motto: "Together we can change the world!"

We achieve a special level of authenticity by making the islands of the series correspond to the real Bahamas as much as possible. There are actually swimming pigs there, the mangrove forests are drying up and some animal species shown are also threatened by extinction.

What is important for our world right now is that we tell new stories: Positive and action-oriented narratives that give hope!



# Script Extract

---

*INT. SECRET GANG DAY*

*A long dark tunnel with no end in sight.*

Hog, Nuts and Pinky run through the corridor as if stung by a tarantula.

**HOG:** "I told you, there are traps."

Nuts runs next to him.

**NUTS:** "Maybe I underestimated it."

Pinky runs prancing beside them and only laughs.

Behind the three children, a huge rock rolls up furiously and threatens to crush them.

Nuts keeps running, blaming Pinky for it.

**NUTS:** "But it's Pinky's fault! He absolutely had to press this switch."

**PINKY:** "I wanted to know what would happen. Isn't this exciting?"

**NUTS:** "That we will be crushed!?"

Now Nuts notices that Pinky has jumped on her shoulders.

**NUTS:** "And why did you cling to me?"

**HOG:** "Nuts, you're the fastest and strongest, we don't have that much stamina."

**NUTS:** "Hog, you too!?"

Now Nuts realizes that Hog has also clung to her shoulders. She roars up briefly, but still carries the other two on. Hog can see a dim light in the distance.

**HOG:** "There is an exit! From there we can avoid the rock more easily."

When they get closer to the exit, they can see a huge grotto. But they can also see that there is a deep abyss between the tunnel and grotto.

**NUTS:** "Or maybe not. Hog, you'd better come up with something."

The children look frightened to the abyss in front of them and the rolling rock behind them.

Hog has to act, he discovers stalactites on the ceiling of the grotto. Hog hastily pulls a rope out of his backpack. He hands one end of the rope to Pinky.

**HOG:** "Pinky, take one end of the rope and fly to that rock up there."

Pinky only looks confused.

**PINKY:** "You know, I can dance incredibly, but I can't fly."

Hog can think of something else.

**HOG:** "Arghh, that's right. Then make yourself straight and stay that way."

Pinky does it.

Hog turns to the running Nuts.

**HOG:** "Nuts, can you throw Pinky to this rock?"

**NUTS:** "One of my easiest exercises."

Without hesitation, Nuts grabs Pinky, reaches out and throws him.

Pinky races through the air and lets out a joyful WOOHOO.

Pinky slams into the stalactites and clings to them while holding on to the rope.

Nuts and Hog are very close to the abyss. Nuts grabs the rope and swings over it with Hog.

Nuts roars happily as Hog screams in fear.

*INT. GROTTA DAY*

Hog and Nuts land on the other side. Hog falls roughly on his stomach and Nuts skillfully lands on her legs in a cool pose. The boulder falls behind them into the gorge. Nuts looks at Hog, who is lying on the floor. She smiles.

**NUTS:** "You should practice your landings."

Pinky falls from the ceiling lands on Nuts, standing in the same pose as Nuts before, who is now on the floor. The children slowly get up and look around.

They stand in the middle of a large grotto. Where they find a single, old treasure chest.

The children are slowly walking towards it. Pinky and Nuts look at the treasure chest. Hog is careful, but he also approaches it. Together they open the chest.

Suddenly a creepy laugh echoes through the whole grotto. It flashes and thunders from the treasure chest.

Green smoke pours out and surrounds the children. Hog, Nuts and Pinky jump out of the smoke immediately. It solidifies, forms an almost solid shape. Red sparkling eyes flash briefly out of the smoke and look at the three children. Slowly the smoke takes the shape of a person.

A head, arms and hands, a long braid, a long coat.

The ghost Salzeria stretches and looks at the three frightened children. She smiles and wants to introduce herself.

**SALZERIA:** "Ahoy, you landlubbers! I am ..."

But Nuts interrupts her by attacking her immediately and jumping on her. Since Salzeria is a ghost, Nuts jumps through her. Salzeria wants to start over and introduces herself.

**SALZERIA:** "Well ... as I said, I am ..."

But this time Pinky jumps through her and laughs.

**SALZERIA:** "I ..."

Salzeria keeps trying to introduce herself, but she is always interrupted because either Nuts or Pinky jump through her. Salzeria looks annoyed. She discovers Hog, who is staring at Salzeria with fear. Pinky jumps through her again.

**SALZERIA:** "Hey you piglet! Could you please stop your friends for a moment?"

He is still slightly shocked, but pulls himself together.

**HOG:** "What? Yes, of course. Nuts stop, she doesn't seem to be dangerous. Pinky you too, please!"

Nuts and Pinky stop. They go to Hog. Nuts looks threateningly at Salzeria and growls. Pinky, on the other hand, grins broadly.

**PINKY:** "It was like diving in clouds."



**SALZERIA:** "Where did I stop? ...of course! Ahoy, you land-lubbers! I am Salzeria dé Fuerte Magneficia Peiran. The best, boldest and bravest pirate who has ever sailed the seven seas."

Salzeria sees that the children are listening to her in spellbound.

**SALZERIA:** "Once upon a time I discovered unknown islands. Unearthed treasures. Fought dangerous sea monsters."

When she tells this story, Salzeria's body turns green.

The children are captivated by the story.

Salzeria starts for the final, she begins to turn in the air. She solemnly announces:

**SALZERIA:** "And now you have found me and freed me from my treasure chest, so you have now earned the greatest of all treasures. A treasure that everyone would like to have."

The eyes of the three children widen, they start to smile. Salzeria spreads her arms.

**SALZERIA:** "With your courage and thirst for adventure, you may become part of my pirate team!"

Salzeria grins broadly at the three children.

The children's faces darkened.

**NUTS:** "That is the treasure?!"

Salzeria nods and grins.

**HOG, NUTS, PINKY:** "No thanks!!"

They turn and head towards the exit.

Salzeria is puzzled and looks after the three children. She hurries after them.

**SALZERIA:** "Don't you want to be a pirate? It's everyone's dream."

They go on and have a bored expression on their faces.

**HOG:** "Thanks for the offer, but no thanks."

# UNGER | FIEDLER

A CREATIVE TRANSMEDIA STUDIO



**Thorsten Unger**  
CEO



**Jens Fiedler**  
CEO - Art Director



**Lukas Pilz**  
Screenwriter



**Jana Beyer**  
Creative Producer



**Andre Kuklinski**  
Lead Artist




**Markus Vögeler**  
Composer




**MARCEL DURER**  
Dramaturgical Advisor

## *Are you interested? = Contact us!*

 [www.ungerfiedler.de](http://www.ungerfiedler.de)

 +49 2161 9620294

 [mail@ungerfiedler.de](mailto:mail@ungerfiedler.de)

 August-Pieper-Straße 10  
41061 Mönchengladbach



**Film und Medien  
Stiftung NRW**

UNGER | FIEDLER  
A CREATIVE TRANSMEDIA STUDIO