



AKPALO ®



in

RAKONTO'S
Splashes...

13x26'
6-12 years



A new encounter
with the Fantasy World



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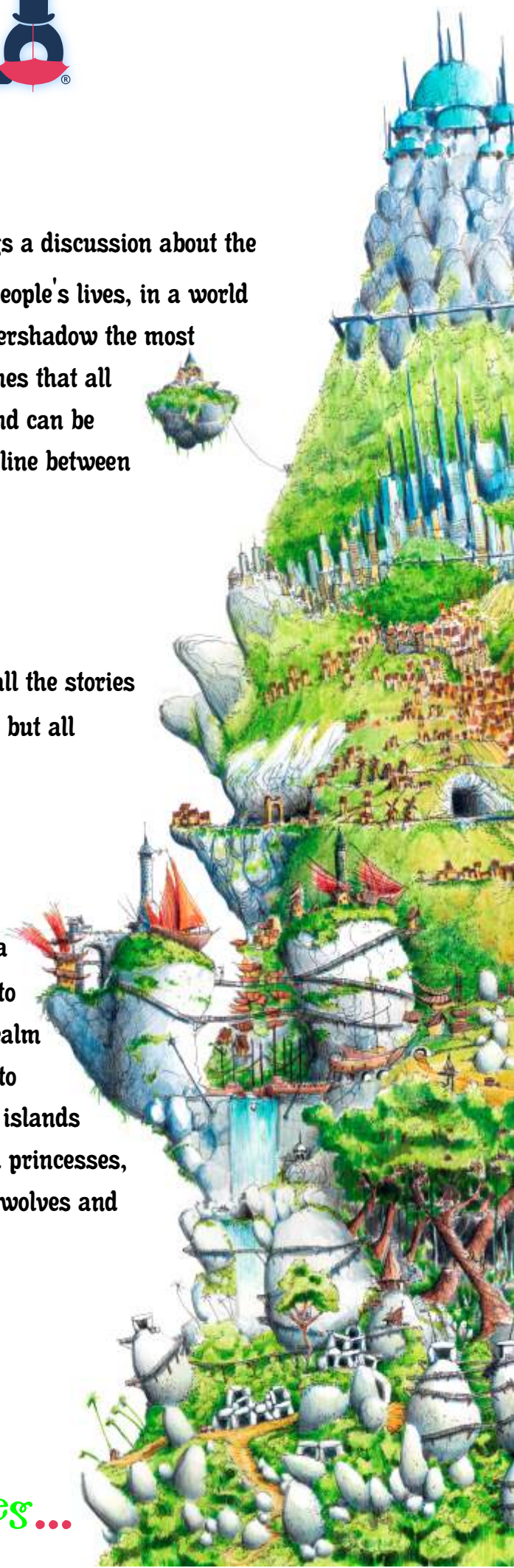
In a playful language, the series brings a discussion about the importance of dreams and fantasies in people's lives, in a world where the bad ones, vanity and pride overshadow the most beautiful in each human being. It assumes that all history is still happening and that the end can be rewritten at any moment, tracing a fine line between yesterday, today and tomorrow.

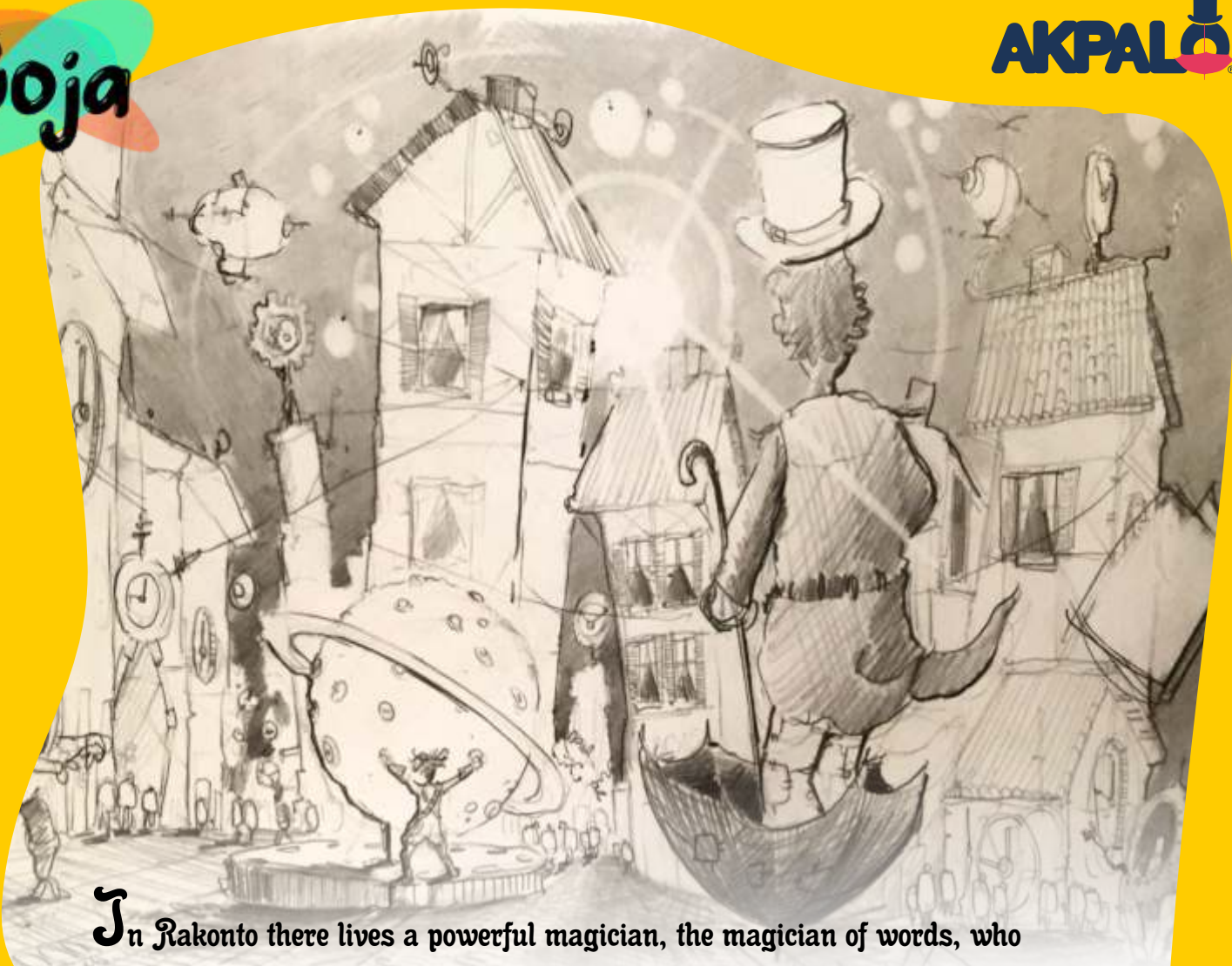
Rakonto, this is the world from where all the stories come from. You do not know where it is, but all dreams are born there.

From fairy tales to Carochinha stories, mythological legends to Aesop's tales, the entire fantasy realm comes alive in Rakonto, from cave man to futuristic worlds, under endless oceans, islands and magical realms, where dragons and princesses, rabbits and dwarfs, elves and witches, wolves and ghosts inhabit.



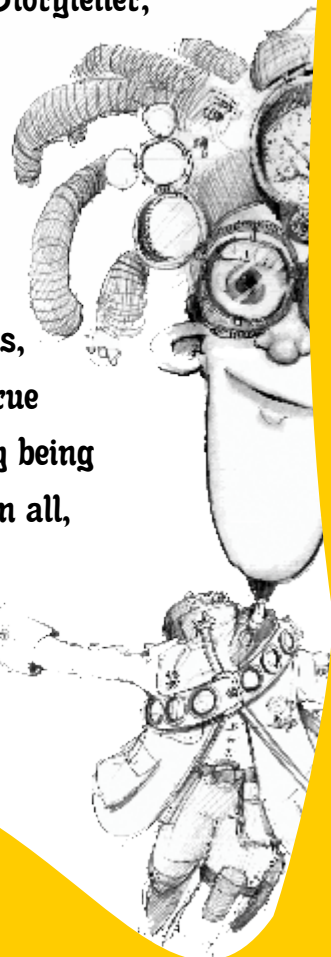
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In Rakonto there lives a powerful magician, the magician of words, who knows all of the realm of fantasy, his name is Akpalô - The Storyteller, a traveler of this fantastic universe, the most illustrious inhabitant of Rakonto, a being who lives between real and imaginary, provoking and telling their stories.

But in Rakonto there also lives Chronorus, a genius of technology and sorceries, a true lord of time, with powers to turn into any being to spread the mess in the kingdom. All in all, though. So Akpalô spends his days trying to recount the fables that this being messed up.



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Akpalô, the Storyteller

Underneath a huge blue overcoat he hides his ragged clothes and an old black vest with colored buttons, where he keeps the essence of his most beautiful stories, trousers patched with colored fabrics and an old red shoe.

A beautiful black top hat with blue accents hides part of her long curly brown hair, from which she draws the spells that enable her to transform into any being in the realm of fantasy.

It almost always floats over your head. Around them ethereal beings (ghosts, birds and fairies) always make present.

When it needs to travel small distances, it uses its inseparable umbrella that, when opened, allows many radical maneuvers. For longer trips, a beautiful flying boat, suspended by a huge balloon, takes you throughout the kingdom. Cordial and cheerful.



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Fonfon Witch



In Rakonto there lives Fonfon, a witch who did not work, her spells never work, she dies of cockroaches, frogs and bats, her broom does not obey her, and she lives annoyed by jokes that everyone in the realm makes with her. He decided to give up the dark spells after the Akpal Wizard promised him that one day she could compete, along with the fairies, at the annual Kingdom Magic and Magic Contest, to get a promotion and retire as a fairy. Thus, she spends her days trying to keep her promise, always advised by the faithful servant, the Vulture.

The Fonfon witch has all the characteristics of a witch, she does not like to bathe and lives ragged, her nose is big with so much filth, but she has several soft and beautiful features that hide behind this sloppiness, her wide clothes hide a beautiful body slim. Annoyed, she becomes gentle with subtle things, in her most intimate dreams she dreams of becoming a beautiful and respected fairy.



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Sapphire Fairy of the Resplendent

One fine day the Fonfon witch is invited to take part in the Magic and Spell tournament of the Kingdom of Rakonto. In her preparation for the tournament, she takes a bath, the dirt on her body dissolves and her appearance completely changes, her nose becomes small and sympathetic, her color changes and her soft forms appear. In a blue dress, it has traces of its origins as a witch ... in her dress astrological elements appear, in her head flowers of the field and several butterflies accompany her.

She goes to the tournament and gets a nice blue sapphire necklace. From that day she receives recognition and her name becomes a Sapphire fairy, becoming a great friend of Akpalô.

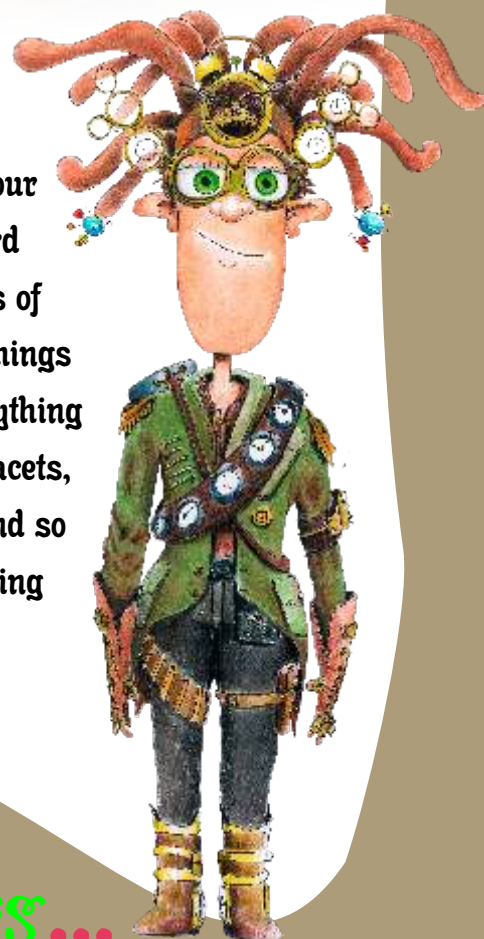


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Cronórius

Remembering a Steampunk figure, he has his clothes on canvas, from his dread hair bounces clocks and technological inventions, several cartridges by his body from where time jumps. It has glasses with several removable lenses and your shoe turns into skates. He is the lord of time, he controls all the dynamics of the kingdom, now accelerates and things get faster, sometimes slow and everything passes in slow motion. With many facets, Chronórius likes action and emotion and so it always interferes in stories becoming the villains of each one of them.

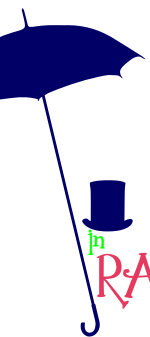
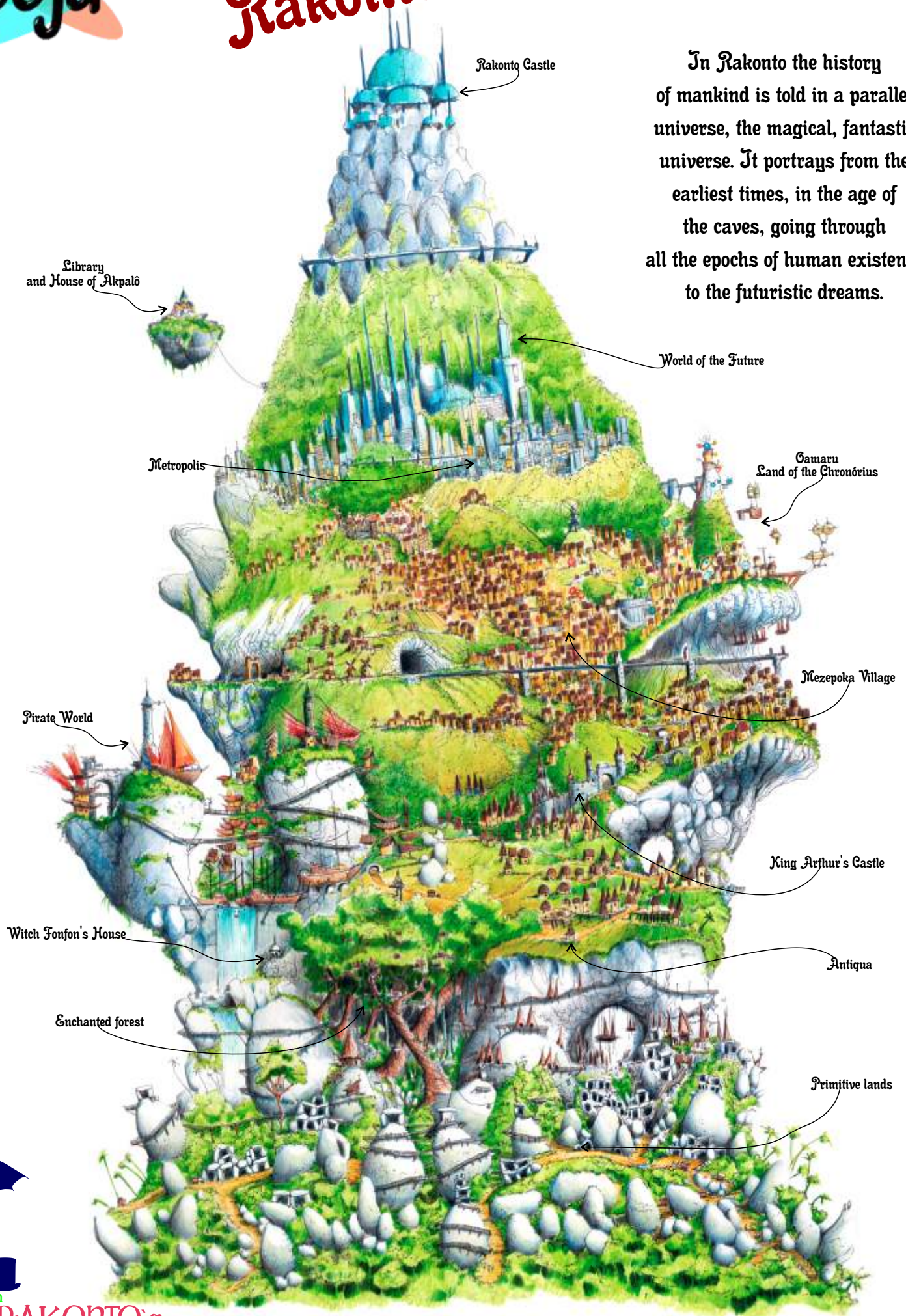


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In Rakonto the history of mankind is told in a parallel universe, the magical, fantastic universe. It portrays from the earliest times, in the age of the caves, going through all the epochs of human existence to the futuristic dreams.



Rakonto Rules

Assuming that the history of mankind was being built over thousands of years and that orality was the great leverage tool of the evolutionary process, we conclude that time can be represented in a vertical way. Each epoch, every discovery was overlapping and laying the foundation for a new experience of man.

Each period of history has been constructed with its own peculiarities inherent to the development of intellectual capacities and especially to the symbolic development of man / nature relations. The unknown elements gained symbols and these became spells.

Thus arose Rakonto (a term that in Esperanto means Fábula), an enchanted world that at the same time represents human evolution, brings the similar parallels of an enchanted ideal and fantasy kingdom, present in all times and in all cultures. It represents from the age of the cave man, past the ancient and medieval worlds, reaching modern times and going beyond, even for future times.

Akpalô is a storyteller, but more than that, he experiences them all the time. In Rakonto's library there are no books because the stories are still happening and Akpalô is responsible for bringing them to the real world. Each character has characteristics of an era in the history of humanity such as: Chronó rius, which represents the period of the industrial revolution and brings in its DNA the aesthetics of steampunk, or the witch Fonfon, who has in his clothing alchemical elements of the Renaissance.

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Still on the Rakonto Rules

- In Rakonto the various worlds do not communicate, the inhabitants of the primitive lands do not circulate through the ancient, medieval, modern or futuristic worlds. Just as the inhabitants of the modern or earlier worlds do not circulate through the lands below where they live.

- The only ones that circulate by Rakonto freely are Akpalô and Cronórius.

- But there is a link between the various worlds, the Train. This one is changing as it circulates by the kingdom of Rakonto, floating in the futuristic world, it turns into steam locomotive in the land of Cronórius and continues being drawn by horses in the village Mezepoka (medieval).

He is responsible for controlling time and evolution in each world, taking and bringing information to Akpalô and Cronórius.

-The Rakonto Library is the home of Akpalô and floats through the Kingdom, recording the stories that are happening.

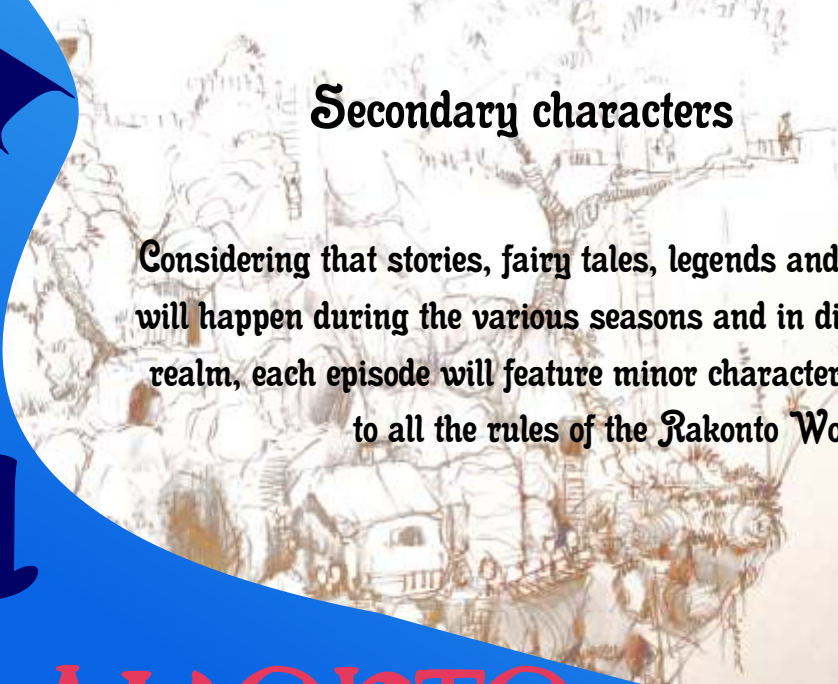
Secondary characters

Considering that stories, fairy tales, legends and fables in Rakonto will happen during the various seasons and in different parts of the realm, each episode will feature minor characters who are subject to all the rules of the Rakonto World.



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First season

Akpalô goes to the enchanted forest of the kingdom of Rakonto to summon the goblins to prepare the Great Annual Contest of the Magic, Spells and other Enchantments. Plum, the head of the elves, summons all the elementals to help, but Potim, a very lazy elf, goes out distributing invitations in any way for the kingdom for the work to finish soon. All the fairies of the kingdom receive their invitations, however, some will stop in the dark part of Rakonto and also in the house of the witch Fonfon and in an abandoned post office where three bats live.

Cronórius gains the chance he wanted to mess up the whole kingdom and begins to prepare his tricks. Bats are dumbfounded by the invitation, but they decide to go to the party to "cause" and eat for free.

Witch Fonfon, who had long since promised Akpalô that she would abandon black magic, is excited about the possibility of participating in the contest and who knows how to be promoted to the fairy, but she is not in the least condition to go to the contest because she has no clothes and nor magic to present.

So she summons the spiders to make a new dress, but they are on strike. Fonfon, almost giving up to participate in the tournament, is surrounded by a witch godmother who makes her shower, turns her into a beautiful fairy and she can go to the party.

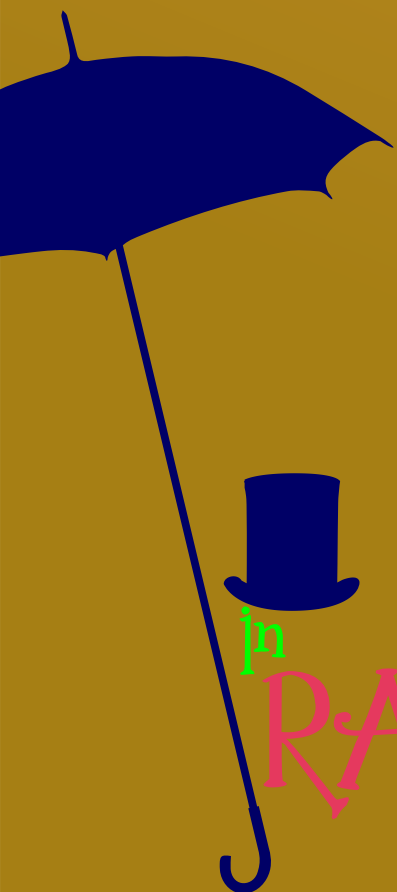
The fairies of the kingdom will prepare, however, as they do not possess extraordinary powers seek ways to outwit the contest and are aided by Cronórius, who turns into various characters to persuade each.

The first episode will feature the reign of Rakonto, its inhabitants and the call for the annual Tournament of Magic, Spells and Other Enchantments, featuring the central plot where Cronórius plans to disrupt all of Akpalô's plans.

In all, there will be 13 episodes lasting 26 minutes each, where they will be approached the preparations of each being of the kingdom for the great day. The last episode will be the annual Magic, Spell and Other Enchantment Tournament, when conflicts and cheating will be unmasked and Fonfon will be the only one to have produced a true magic, its self-transformation, being promoted to Sapphire, the Resplendent Fairy, and Akpalô reestablishes the harmony of Rakonto.

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How does Akpalô work the psychological side of the children?

In the kingdom of Rakonto, Akpalô brings no questions from the outside world, but rather inner processes that occur at the heart of feeling and thinking. Children understand the language of the symbols of history well. It is they who invent in their daily life the game of "make believe" and many others that entertain and distract them in times lived between imagination and reality.

The child, in fact, "divides" the people around him in good and bad. She "divides" herself, when she does not assume herself to be guilty of things she has done and dislike her: she even claims that she did not do this or that (which she did). It is the preservation of the good side against the bad side. The wicked fairy, the witch, the stepmother of fairy tales, are as necessary as the good fairy, the understanding father, the adored mother, the enchanted prince.

In Rakonto's Splashes the plot guarantees the child that the difficulties can be overcome, the forests crossed, the paths of thorns cleared and the dangers changed, however small and insignificant it is whoever wishes to win in life. The child, unprotected by nature, feels that she too may be able to overcome her secret fears, her obvious ignorance.

So he learns to accept better the little disappointments he finds in his day-to-day life, for he knows that, as in Rakonto, his efforts to become better will one day have the desired reward. In her heart, she understands very well that the wonderful stories are unreal, but she does not accept them as false, in that they describe, in an imaginary and symbolic way, the steps of her growth.

In the proposed series, this magic universe of Akpalô seeks to draw a parallel between the real world and the imaginary, bringing fantastic characters such as fairies, elves, witches and bats to dialogue in situations that can easily be taken by real alike, becoming a new modern fairy tale.



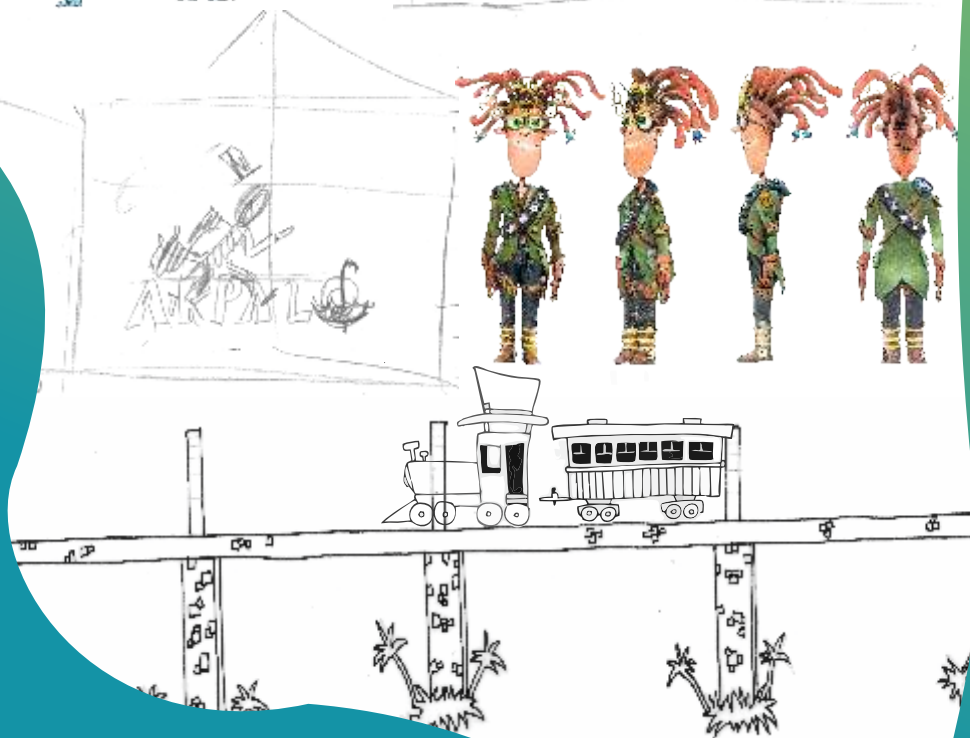
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Goja

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When the elves of Rakonto's enchanted forest fumble over and distribute invitations to the great **Tournament of Magic, Spells and Other Enchantments** for the wrong guests, the uninvited Fonfon witch will have to show all her magic to win the contest and escape the trickery of Chronorus

About the Series

- Made for young kids, from 6 to 12 years old.
- The first season brings the **Great Annual Contest of Magic, Spells and Other Enchantments** and from the second season on, the episodes will tell stories and fables from every corner of Rakonto, bringing a mix of stories of all times and cultures. In independent episodes.
- The possibilities in Rakonto are endless and will be explored with the accompaniment of a psychopedagogue.
- It will be produced in Portuguese and English.

Screenplay and Direction by - **Giovanni Porchia**

Art Direction & Illustrations by - **Andrei Marani**

Animation Direction by - **Deco de Sousa**

Psychopedagogy by - **Juliana P. Riemenschneider**

Production Company - **Goja Produtora de Conteúdos**

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