

Maybe
Movies

presents

Zombillénium

Here, we hire for eternity..

MEDIATOON

concept

We have good news and bad news... The good news is that life after death exists, but the bad news is that Hell exists too! And it is located under the Zombillénium amusement park in the north of France.

This diabolic theme park is home to a crew of iconic monsters: werewolves, vampires, zombies and mummies who, after a career conversion program, have become park entertainers. Thrill-seeking visitors think these immortal creatures are merely actors.

While we follow this strange troop with eccentric personalities in their day-to-day routines, another large story is being played out: that of Gretchen, a witch trainee, who has a deep secret...

target
13+ and family

genre
drama / sitcom /
fantastic / thrilling

season 1 format
12x26' - serialized

type
3D - 4K HDR

The story in 10 minutes
presented by the team



Cartoon



MEDIATOON

trailer

The **Nameless World** music video for the Pop-Rock band **Skip the Use** and produced by Maybe Movies (80 million views on Youtube) marks the artistic direction for the series.

Welcome to Zombillennium!



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Intentions

Answer the question: who are the real monsters today...?

Zombillénium is a faithful adaptation of the **cult universe created in the comic books by Arthur de Pins**: a genre series, in animation, fed by character driven writing, leading us into a serialized adventure that constantly surprises the viewer.

A social tale, the program mixes «drama» in the form of a quest/investigation led by our heroine Gretchen, and «comedy» through great moments of kooky humor carried by the eccentric and ever so human monsters.

Zombillénium is a saga with a unique graphic universe and a great soundtrack, in an atmosphere combining **The Office, Hotel Transylvania** and **Fargo**.

With an international appeal, the series is aimed at teenagers and can be shared with the whole family.



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What the hell is Zombillénium?

Zombillénium is an original creation by Arthur de Pins published in a series of comic books edited by Dupuis and which appears every month in the Journal de Spirou.



ALBUMS

500,000 albums sold and published in **12 languages** (including English, Catalan, Italian, Russian, Swedish, German, Japanese, Dutch, Chinese...) Winner of the prestigious **Angoulême Fauve Award** for best youth comic in France in 2012



in bookstores
Halloween 2022



JOURNAL DE SPIROU

450,000 readers weekly in French Speaking territories

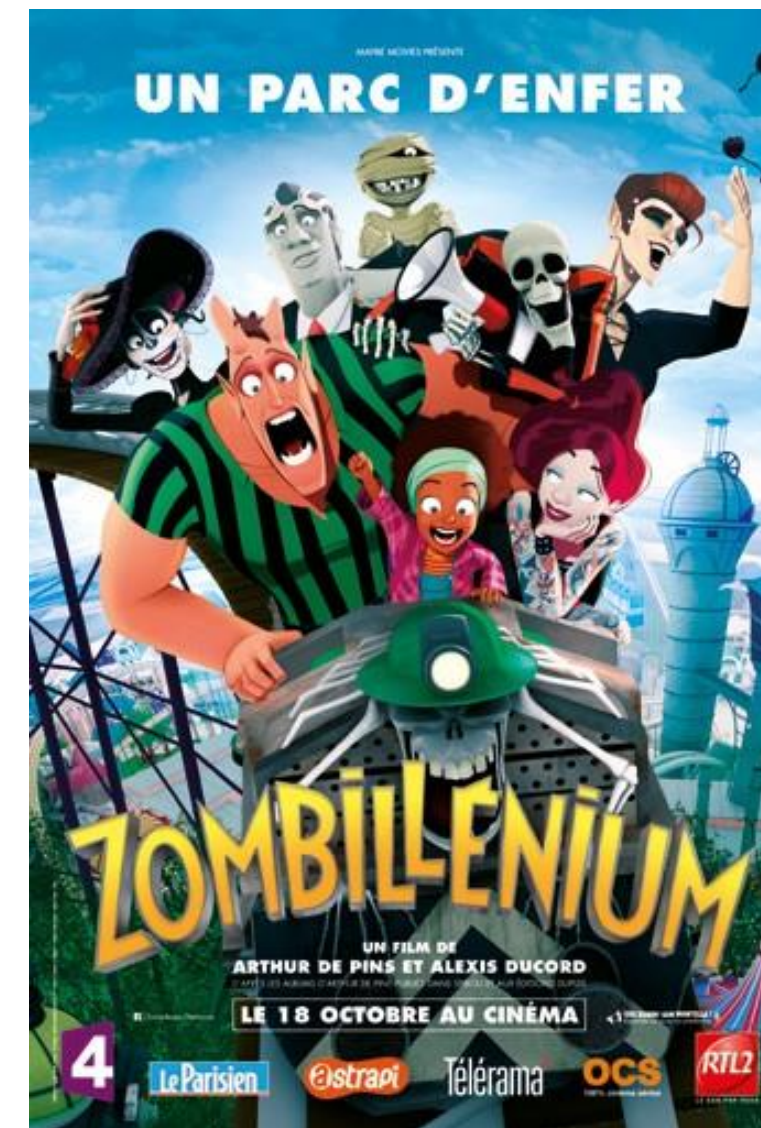


Maybe Movies produced the Skip the Use music video clip Nameless World introducing the universe and a feature film internationally distributed by Universal Pictures. Two works directed by Arthur de Pins in co-direction with Alexis Ducord for the feature film. The story of the movie is a prequel to the comic books: **a prequel to die for!**

THE MUSIC VIDEO CLIP

With over **80 million views** on  YouTube and still growing...

to discover [here](#)



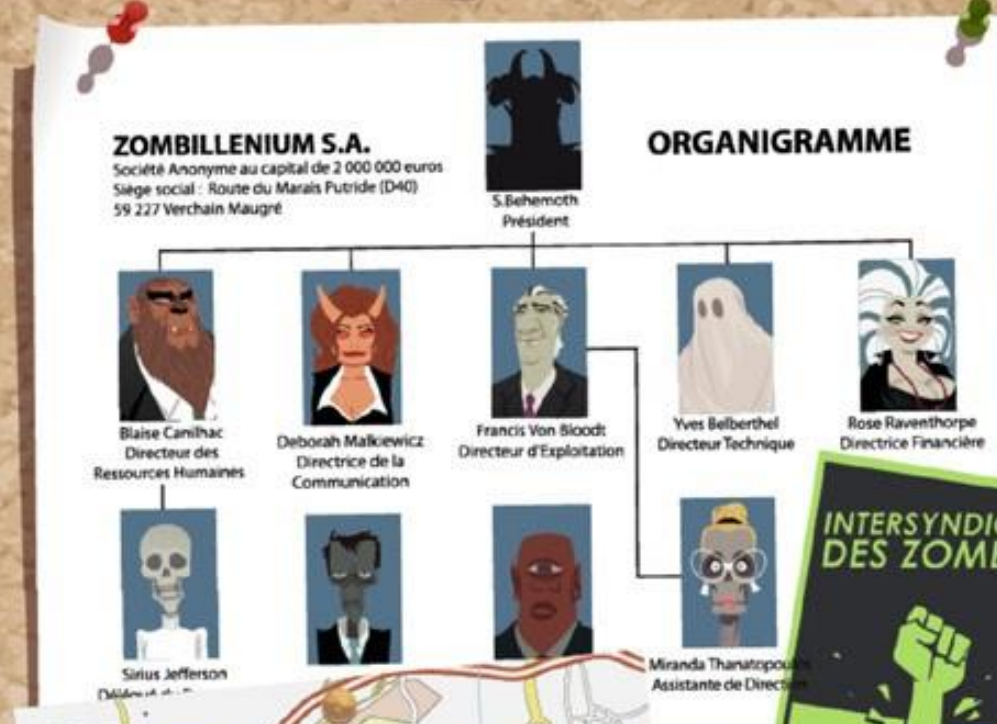
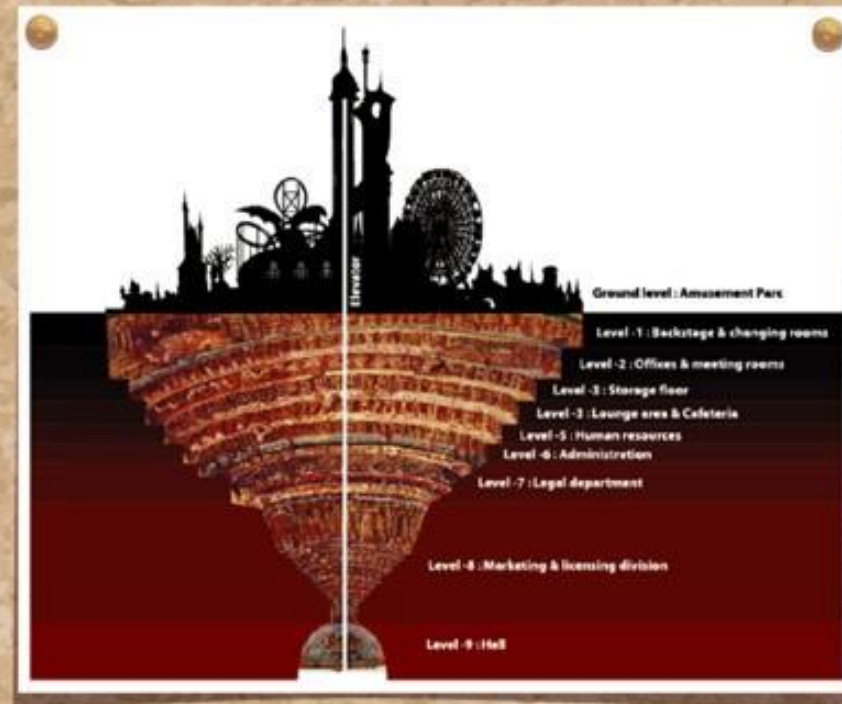
THE FEATURE FILM

In official selection at the Cannes, Annecy and Bogota festivals, nominated at the Cesar Awards, the European Film Awards and in most international events, the feature film is aimed at a children and family audience.

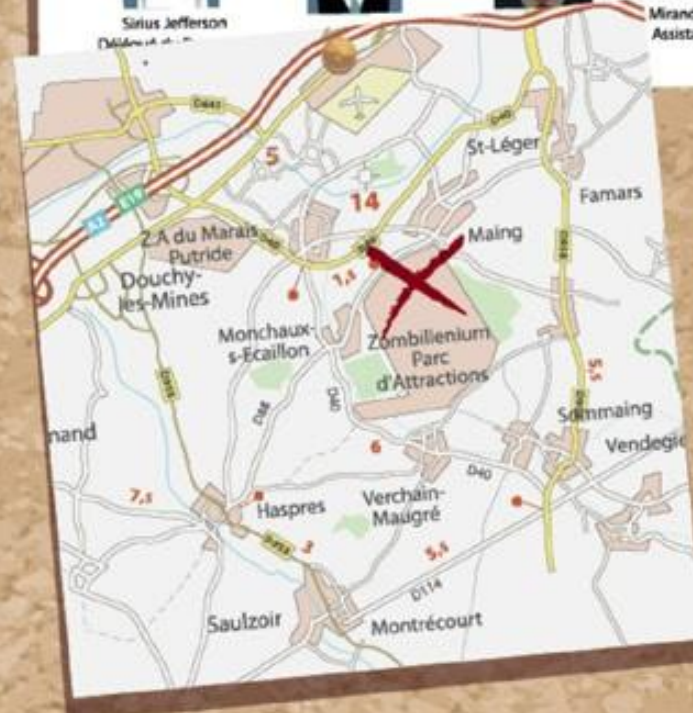
Acclaimed by more than **2 million viewers** in France in movie theaters and on TV, distributed by Gebeka, and by Universal Pictures for other territories.

to watch [here](#)
mot de passe : Z2K_MayBeMoviES2018





DEMANDE DE STAGE
Gretchen WEBB
Née le 29/02/1985 à Manchester, U.K.
Nationalité : Anglaise
Adresse : 6 Graveyard sq, London Zip: WC2H 7LB U.K.
Poste demandé : **SORCIERE**
Curriculum Vitae
2006-2007: Serveuse au Black Dog, 26, rue des Lombards 75004 PARIS
2005 : Diplômée de la Salem Witchcraft Major School
2000-2004: M
-Néromant
-Illusionnisme
-Alchimie
-Invocation
*Les Amis, Venhache c'est l'anniversaire de ATON (3000 ans quand même!) Ça sera le signe de la fête une petite fête... Sirius
→ C'EST QUI ATON?
- Le Chef Comptable
- MAIS NON! C'EST LA MORTIC DU STAND BARBAPAPAS
...oh, merci les gars!
S.*





The world of Zombillénium



The Devil, aka the demon Behemoth, owns a lot of souls, belonging to humans who were decimated by a mine explosion in Northern France and became immortal creatures. Witnessing the incident, Francis Von Bloodt, a vampire and a true business manager at heart, decides to make a pact with him: use damned

souls as the workforce in an amusement park, in order to make bigger profits and also to provide them with a safe haven and honest jobs. This is how Zombillénium started, a Halloween theme park where visitors come to get scared around monsters that are thought to be disguised actors.



INSIDE THE PARK

Vampires, werewolves, zombies and other demons are supposed to live in harmony and entertain visitors. In this micro-society, personalities are particularly offbeat. And as in any normal company, there are workplace rivalries, petty politics, jealousies between colleagues, stress, and fiair-ups caused by a ban on biting the public and employee burnouts (a lot more impressive than the human version)!

Let us not forget the park's visitors: they mainly come to be entertained but also crave a healthy dose of morbid thrills. They paid their ticket and they definitely want to get their money's worth! What they do not fully understand as they interact with the sometimes unbearable and often touching creatures is that they are within a fangs reach of mortal danger. It's a daily challenge for Francis to keep his visitors alive.

IN THE NEARBY VILLAGE

The opening of the park in this devastated area, ravaged by unemployment, has angered many locals. Making matters worse is the fact that the park, which employs almost only «foreigners», was built on top of the former coal mine. The inhabitants, superstitious and furious, are plotting to make sure the theme park closes soon. They are stupid and nasty, more comical than dangerous, Gretchen takes a malicious pleasure in transforming them into all kinds of animals, especially the ones they like to hunt.

WHO REALLY RULES ZOMBILLÉNIUM?

The Devil owns the employees' souls, and a bunch of human shareholders own the park's infrastructures. But who are the most monstrous, really?





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Leading characters

Gretchen

a contemporary witch in the process of emancipation

She gets around on her witchboard, a hybrid between a broom and a skateboard. She is not one to show her emotions, but her phlegmatic attitude is merely a mechanism to protect herself.

In fact, she is carrying a heavy back-story. She is the daughter of Behemoth, the Devil himself and owner of the park. As for her mother, she sold her soul to the Devil to become a rock star, then mysteriously she disappeared.

When Gretchen reaches adulthood, her father hires her as a park intern. But...it turns out that the job gradually becomes a trap, as her father asks her to become a head-hunter for him and find fresh dead souls for the park.

Among the living she's too witchy, among witches she's too human, among the monsters she's a daddy's girl; it's extremely hard for her to find her place.



She has to deal with her father: she has inherited his cynicism. But deep inside, she vomits all his system that she dreams to see disappear.

To succeed in closing the Park, Gretchen must imperatively improve her powers. She takes classes from Jane, a trusted colleague, to become a better witch and join her at the Royal Witchcraft Agency. She shares their secret cause: to overthrow the demons.

Her official motivation: validate her internship to obtain her diploma.

Her secret motivation (during the season): when she discovers that her mother is kept in Hell under the park, she will have only one idea in mind, to free her! Gretchen, driven by hatred for her father, becomes a mole for the Royal Witchcraft Agency.

Her plan: to cast a possession spell on a demon in order to use him to infiltrate Hell.





Aurélien

from human loser to demon star

Aurélien's life before Zombillénium? Honestly, a lousy life, horribly monotonous, a sad succession of small, utterly uninteresting jobs. He dreams of something better, but he has neither ambition nor talent... and when he discovers that his girlfriend has replaced him with her Tai Chi teacher, he realizes that he has completely missed his life, he's a total failure, and he freaks out...

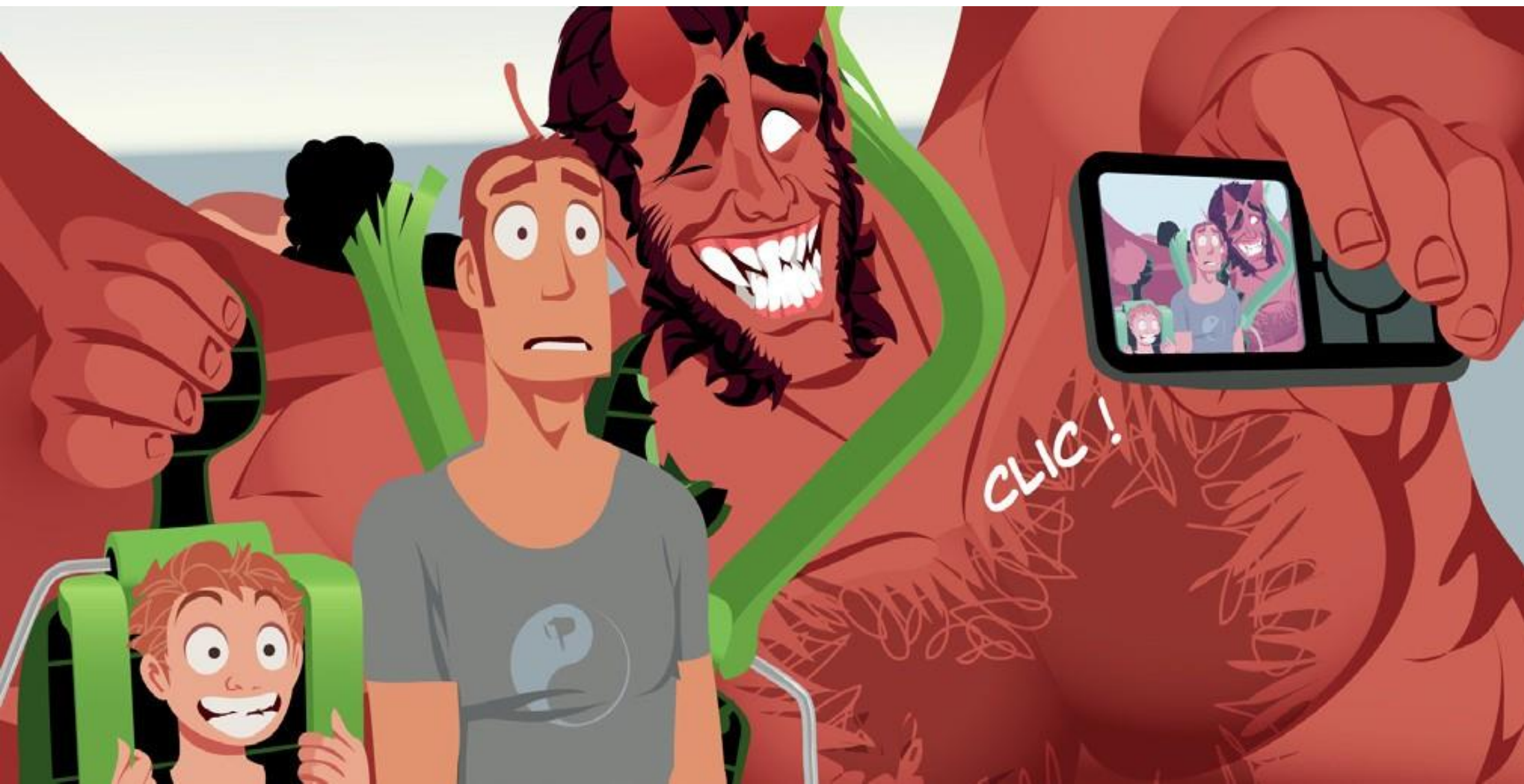


After his tragic and fatal car accident, he is taken completely by surprise when he becomes the latest new recruit for Zombillénium. Blundering, clumsy and totally freaked out by this new universe, he is above all uncomfortable with his new nature (he has been bitten by several different monsters and at the beginning of the series we are not really sure what he will turn into...). He soon discovers that becoming a park entertainer doesn't only have its downsides! Now, he can turn into a demon and the visitors really love his new incarnation (especially girls)!

Between the grief of his own life, the rules of the park and the conflicting relationships between monsters, he has a lot to assimilate. A real fish out of water, he will make us discover this universe both macabre, fantastic, and... terribly everyday. Because in the park too, there are schedules, rules, bosses, and gossip at the water cooler (well, blood warmer).

But thanks to his transformations, Aurelien will gradually evolve from an ordinary employee to the park's darling, the visitors' and the shareholders' favorite... The opportunity to take revenge on his previous life and to give a greater meaning to his new existence. He also makes friends, especially Gretchen, Sirius and Aton. On the other hand, he arouses deadly jealousy among the zombies who will do anything to have him fired.

His personal challenge: to tame his demonic nature with the risk of turning into a tyrannical monster.



Recurring characters

All the characters, each in their own way, will embody the monstrosity/humanity conflict and we will realize that the real monsters are not the ones we think...



Francis

managing director, humanist vampire

Francis is an old-fashioned boss, severe but fair. He considers his employees as his children, within the big Zombillénium family. His desire is that fairness and harmony reign between the different types of monsters. He wants

to protect them from the constantly changing “trends”: for example, zombies used to be the public’s favorites, and now they are has-beens, obsolete, at the bottom of the ladder. The fact is, he built this park for them! All of them.

But we discover little by little that Zombillénium is losing momentum and bankruptcy threatens. Francis, more concerned with the well-being of his staff than with profitability, is caught between the crossfire of Behemoth, who wants more souls, and the investors who want more profits!

The balance of his utopia is therefore very precarious, especially since his monsters are truly dangerous and their bestial instincts are always within claws reach. His first concern is to keep the park open, even if it means lying, or hiding corpses to avoid scandal...

Rule number one: there shall be no killing of visitors inside Zombillénium!



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Aton

depressive mummy

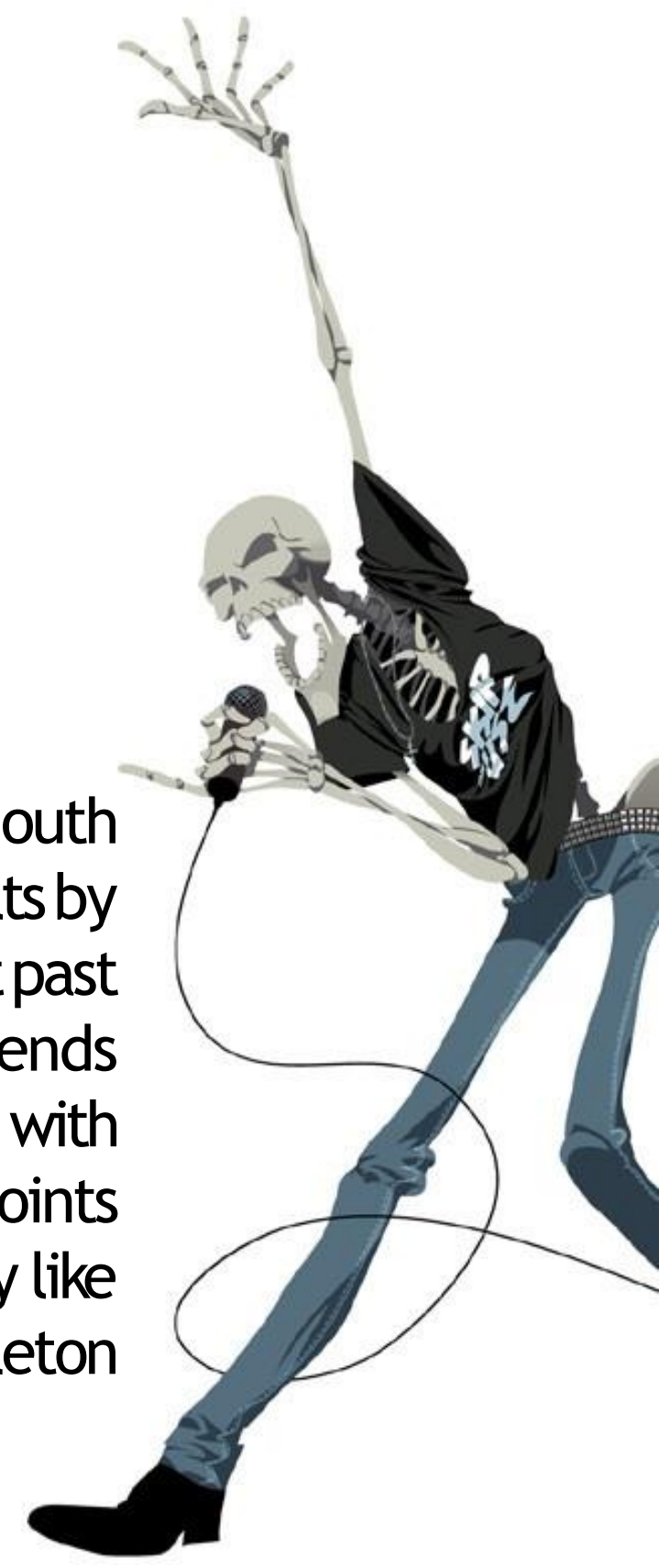
A Pharaoh in his first life, Aton will never regain his past splendor. He is not doing well under his wraps. His changes of positions and his escapes attempts help drive the comedy.

Sirius

trade unionist skeleton

(Our dead are worth more than their profits!)

Specialist in failed union happenings, a bigmouth and seducer, Sirius makes up for his poor results by telling stories about his supposed flamboyant past as a Black rights activist. And everyone pretends to believe him. He is often in open conflict with Francis, the boss, because of their opposite points of view on labor issues. But deep down they like and respect each other. Running gag: his skeleton always ends up falling to pieces.





Tim /Astaroth

little angel and little devil in one body

A hypersensitive and shy teen, Tim gets bullied at his high school. In the park, Astaroth is an arrogant demon who takes out his frustrations on the visitors. He often feels tempted to send them to Hell. And yet these two characters are intimately linked. His arrival at Zombillénium puts Tim on a collision course with his evil double: Astaroth.



Father Richard

Contrary to expectations, he is very friendly with Francis, covering up the latter's «recruiting» activity by organizing fake funerals. He acts as a link between the local inhabitants and the park employees; calming the anxieties of some and protecting the secrets of others.

Léonie and Driss

The «cops». The villagers call them constantly to report speeding witches or werewolves in their backyards. They are very down to earth. But as doubt sets in: can they believe they are in front of actual real monsters?





Rose

vampire and after-death life coach

As the right-hand woman to Francis (and very importantly his ex-wife), shareholder of the park, she wants to help employees mourn their former lives. She always has new ideas for group therapy or teambuilding. Special feature: she can vampirize thoughts and gather involuntary confidences.

Deborah

Uncomfortable Communications Director

Deborah is the succubus in charge of communication. A true concentrate of seduction and cynicism, she's ready to do anything to increase the Park's notoriety in the media.



Jaggar

long-toothed rival

Jaggar is a consulting vampire with an excessive ambition. He dreams of replacing Francis as park CEO. He is driven by a thirst for higher profits and an old quarrel with his long-time friend and adversary. A follower of unbridled liberalism, he encourages the "monsterists", a movement advocating a return to monsters' true, cruel nature and allow employees to bite visitors.



Behemoth

the big boss

Behemoth is the character at the very top of the organizational chart. He owns the park. Or at least he owns the monsters' souls. Like a god high up on Olympus, he rarely interferes in the little stories of this underworld (or upper world, as seen from hell). Although omnipresent, we never actually see him. His rare appearances are pictorial only, at least in this first season...





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heart-istic
ambitions

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VALUES AND TOPICS

The Zombillénium series explores a unique vision of our human condition allowing us to see it through the eyes of monsters, through their relationships, the codes and laws that govern their amusement park. The show's underlying philosophy is that you should embrace your differences and even your monstrosity, learn through your trials, and place your focus on the essentials in life so we can all live together, in harmony.. and for eternity.

Just like the comic book, the series takes us into a world that borrows from mythological stories as well as from pop culture. It systematically draws parallels between real life and supernatural life to offer scathing criticism that is always offbeat and fun - a critique of modern consumerism, entertainment and the ruthless world within the workplace. The characters, even if they are monsters and who can sometimes terrify, are above all ruled by deeply human emotions. Even the cruelest amongst them...

From its central concept (monsters hidden in plain sight, right under the noses of unsuspecting visitors who have no no idea what they've gotten themselves into), Arthur de Pins plays with the principle of exposing oneself in order to remain hidden. An inexhaustible playground in which Arthur de Pins propels his characters and his universe forward.

ACTION AND COMEDY

Mixing drama and sitcom, punctuated with gags and caustic humor, the tone and language are in line with today's mature teenage audience, while at the same time maintaining a good-humored link with the rest of the family. The animation style has the fluidity of 3D, adding «cartoon» expressions to the whimsical characters. The rendering also invokes Arthur de Pins' own «rock & chic» graphic culture, the author's timeless signature, combining the best of the animation techniques to obtain more flexibility and graphic freedom.

DIRECTION

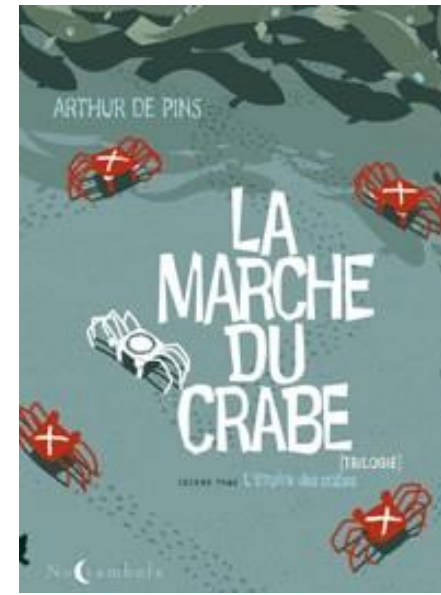
The series, with a resolutely humorous tone, oscillates between the seriousness of the stakes of power, and the lightness of the small preoccupations of the daily life of the park employees. To immerse oneself in these two atmospheres, the direction alternates between calm and comic moments and dynamic and dramatic scenes. In an emotional rollercoaster, the action and magic sequences will add tension and fascinate the viewer like fireworks. The cinematic settings will support the strength of Arthur de Pins' elegant graphics.



An illustration of a creative team in a hallway. The team consists of several diverse characters: a large green monster with a black topknot and a grey suit; a man with brown hair and a black shirt; a grey monster with a pink shirt that says 'PINK is the new BLACK'; a mummy; a large green alien with a white beard; a woman with green hair and a black top; a purple skull; a purple bull; and a green snake. The hallway has a bulletin board with a 'Resumé' and a poster of a man's face. The text 'Creative team' is in a white box on the left, and 'MEDIATOON' is at the bottom.

Creative
team

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Arthur de Pins

showrunner

Renowned illustrator, Arthur is the author of three collections of comics: *Péchés Mignons* (Cute Sins), *La Marche des Crabes* (Crawl the Line), and *Zombillénium*.

Before *Zombillénium* the movie, his first feature film co-directed with Alexis Ducord, Arthur was well known for several short-animated films: *The Crab Revolution*, awarded in 45 festivals, including the Audience Award at Anecy, Special Jury Mention in Clermont-Ferrand, Top Prize Anima Festival in Brussels..., and *Géraldine*, Best Graduation Film in Anecy, Audience Award Court Toujours in Lyon...

He also worked as a graphic designer and director on several animated series.



Léonie de Rudder

leading writer

Scriptwriter for more than ten years, Léonie has written for about twenty internationally broadcast animated series. Cartoons allow her to explore her love for the fantasy genre, SF and magic.

She has brought to life characters as varied as Samurai Sushis (*Kobushi*), time-travelling children (*Chronokids*), an oyster boy (*Boyster*), crazy teenagers (*The Crumpets*), a

kid with a blonde cowlick (*Titeuf*), an evil girl (*Rosie*), a ladybug superheroine (*Miraculous Ladybug*), a woodland caribou (*Jeremy Super Caribou*), a bower demon-fighter (*Lastman*) etc...In 2017, she was writing director on 52 episodes of the series *No No*, adapted from the albums by Magali Le Huche. She also writes short stories and novels, but not for children.





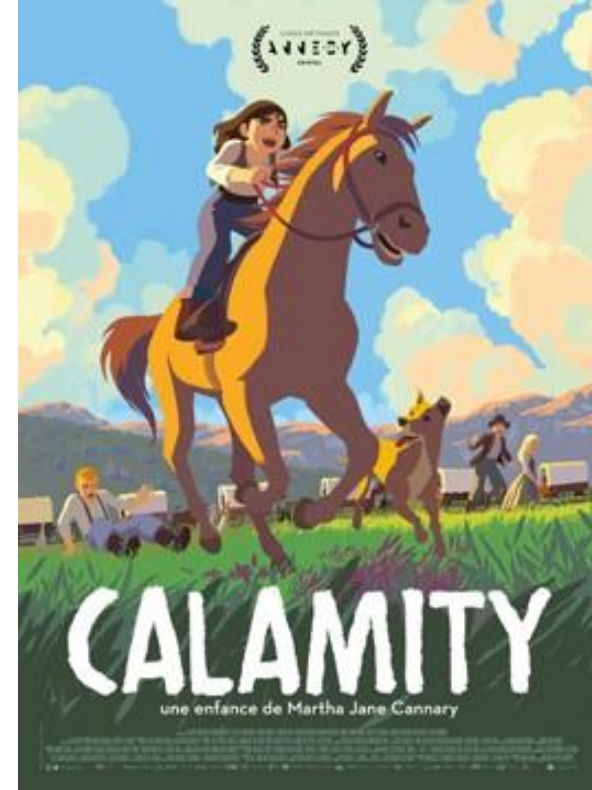
Skip the Use and Eric Neveux

dream team of the movie soundtrack

« *SKIP THE USE's* songs transmit emotions that I want for *Zombillénium*: high energy, euphoric, but with a touch of melancholy. And especially, they send a positive message that bonds perfectly to the bodies (or bones) of my heroes who are united in adversity.

As for Eric Neveux' score... Wow, his experience takes the series to a higher-level: he has totally immersed himself in the electrical atmosphere I want and gives *Zombillénium* a great epic color! Eric's score, the Rock Music, the North of France and the likeness of Mat with the character of Sirius... all these elements form an unmistakable style. »

Arthur de Pins



Maybe Movies



Former VP New Media at Gaumont, Henri Magalon founded Maybe Movies in 2003 with the goal to structure an independent and creative production company. Its objective: to develop and produce programs with innovative content and an international reach, with up to date 7 feature films, 3 animated series and several documentaries.

Since Benjamin Renner's *Ernest & Célestine* co-produced with the Armateurs (César of the best animation film 2013; nomination for the 2014 Oscars), Maybe Movies has specialized in animation and youth films.

Rémi Chayés' *Long Way North* won the Audience Award at the 2015 Annecy International Animated Film Festival. *Zombillénium*, directed by Arthur de Pins and Alexis Ducord, was in Official Selection at the Cannes Film Festival and opened the 2017 Annecy International Animation Film Festival, before being nominated for the César for Best Animated film in March 2018.

His last film produced, *Calamity Jane* by Rémi Chayé, won the best feature film award of the Annecy Festival 2020.



MaGic C

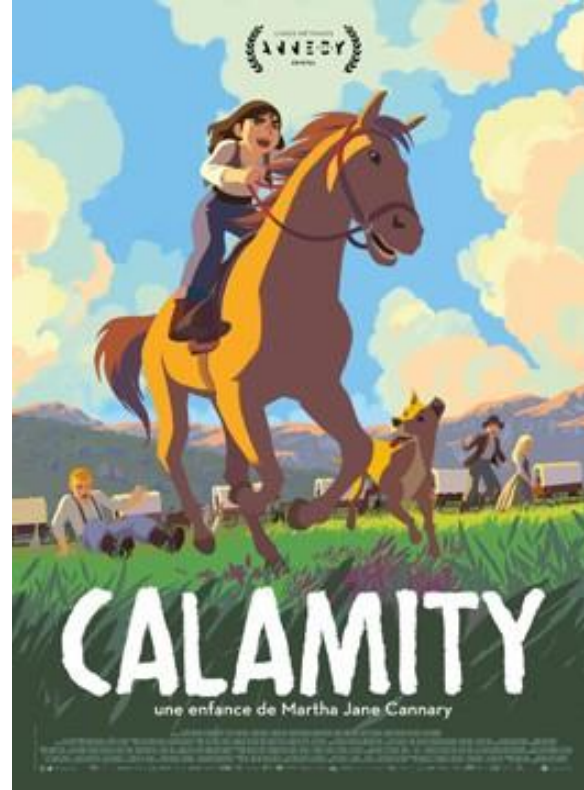
MaGic C is a production company specializing in animated content for youth and young adult, created and managed by Chrystel Poncet.

Chrystel has over 25 years in the animation sector at the international level. Following a career in TV broadcasting including more recently 10 years in Canal + acquisitions, she launched MaGic C with the desire to offer ambitious and innovative programs and widen the scope of content available.

She's committed to bringing to the screen projects with meaning and "extra-soul" that stimulate critical thinking and encourage open-mindedness, while varying the genres and techniques offered.

MaGic C is currently working with production partners that share the same vision:

- Andarta Pictures for *Ewilan's Quest* and *Baidir*
- Maybe Movies for all their series, including *Calamity* and *Zombillénium*
- Cross River Productions for *Virtual Past*
- Les Films du Tambour de Soie for *A'Ai, myths and legends of Polynesia*



2MINUTES

Created by Jean-Michel Spiner, 2 Minutes has been developing and producing for more than 20 years, as a producer and animation studio, TV series and animated feature films in 2D and 3D.

Its teams, around 120 people spread over 5 sites - Paris, Angoulême, Montreal, Nanjing and Reunion Island - have produced more than 45 series to date, including *Bananimals* (FTV), *Memories of Nanette* (M6), *The Fridge* (Canal+), *Rosie* (Gulli), *Ernest & Rebecca* (TF1) or *Miss Moon* (TF1) and participated in 7 animated films.

Co-producer and privileged partner of Maybe Movies, 2 Minutes has ensured the executive production of two films by Rémi Chayé, *Calamity*, *a childhood of Martha Jane Cannary* (2020), and *Long Way North* (2015), the *Zombillénium* feature film and music video by Arthur de Pins and Alexis Ducord. 2 Minutes will be line producer of the series.





DUPUIS

ÉDITION ET AUDIOVISUEL

Dupuis Edition & Audiovisuel is an animation production company managed by Caroline Audebert. Founded in 1992, it is now part of the Média-Participations group

Its catalogue is made up of feature films and animated series in 2D and 3D for children, adapted from emblematic comic book heroes.

Action, adventure, comedy, preschool... All genres and formats are represented with TV series like *Papyrus*, *Cédric*, *Kid Paddle*, *Spirou* and *Fantasio*, *Little Furry* etc.

Dupuis Edition & Audiovisuel is currently producing the brand new CGI TV series *The Smurfs*, in coproduction with Peyo Productions.

The company is also developing *Living With Dad*, a new *Marsupilamis* series in CGI, as well as new formats such as *Roger and his humans* with the French YouTuber Cyprien, broadcast on Youtube since 2020.

MEDIA TOON



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