



Welcome to Kastleburg, a coastal city with a polyglot population of people from all over the globe.

This idyllic metropolis has something for everyone – from the Old Town Square with quaint shops, cobblestone streets, and a majestic castle where the King and Queen of Kastleburg live, to a modern day downtown filled with high rises, and a city park with walking paths, park benches, and shade trees.

Kastleburg also has the safest streets and lowest crime rate on the continent.

But, while this charming city has never had to deal with supervillains or career criminals, there are still plenty of wannabe thieves, beginner baddies and fledgling felons who decide that a life of crime is too tempting to resist.

And, when that happens, the citizens of Kastleburg can count on an elite team of masked superheroes to swoop in and save the day – the four-footed crime fighters known as **SUPERHERO PETS™!**

PAWS UP!

The Superhero Pets are a group of seemingly average animals – two puppies, two kittens, a tortoise and a hare – who enjoy playing together and going for long walks with their 11-year-old pet walker, **CHARLIE**.

But, when trouble's afoot, these besties leap into action, and turn into the SUPERHERO PETS. Like a neighborhood watch group, the Superhero Pets are always looking out for the community and ready to save the day whenever they're needed. And as their caretaker, Charlie is always there to help them on their missions and safeguard their secret identities.

Charlie met the Superhero Pets when she was volunteering at the Kastleburg Animal Rescue Center Headquarters (KARC) – an animal shelter that helps place animals with new owners and also helps reunite animals that are lost. Charlie loves her volunteer

work at KARC and she's involved in all aspects of running the rescue center: everything from taking phone calls and texts, to helping order supplies and giving the animal arrivals a nice, warm welcoming bath.

Charlie also runs KARC's pet walking service. As the head pet walker, Charlie is well-known and well-liked by everyone in Kastleburg, and they will frequently come to her with their pet and people problems. Charlie's ability to help the pets and people of Kastleburg gets supersized – and her life is changed forever – when she meets the Superhero Pets.

When these soon-to-be-superheroes first arrive at the shelter, they're just six very ordinary animals and Charlie jumps in to help the pets feel welcome (and look more adoptable) by giving them baths.

Unaware that the new soap she'd purchased online was accidentally infused with a one-of-a-kind magical serum, Charlie fills the large pet bath and plops all six pets inside. She's having a great time sudsing them up and playing with them, even the kittens enjoy splashing around in the soapy water — the pets frolic and bounce around in the oversized tub – and Charlie laughs when soap bubbles get in her ears.

A moment later, the soap bubbles POP and suddenly Charlie understands what all the animals in the center are saying. And, Charlie's not the only one affected by the magical soap, the six adorable animals in the bath tub suddenly have superhero powers!

Before you know it, Charlie is training the pets and soon they're ready to transform and leap into action at the sound of her pet-whistle.

Now, whenever Charlie learns that the Pets are needed, she alerts the group by pressing the special emblem on the side of the leash which emits the whistle as she calls out "PAWS UP!" and the Pets reply, "SUPERHERO PETS!"

As the Pets shout, "SUPERHERO PETS!" they each raise their paws to their collars and press their pet tags with their individual emblems to initiate the transformation into Superhero Pets. Their tags then begin to glow and the clasps on their leashes <snap> open. Clouds fill the scene and they go through their individual transformations collectively. When the dust settles we see that these six ordinary pets have transformed into a team of masked heroes with *extraordinary* superpowers:

- **HOUDINI** – A BUNNY RABBIT with the power to read minds
- **CRYSTAL** – A RAGDOLL cat who can change shapes and sizes with a flick of her whiskers
- **FELICITY** – An AUSTRALIAN SHEPHERD whose super-powered tail sends her flying
- **LIGHTNING** – A super-sniffing and surprisingly speedy TORTOISE with a nose for tracking down trouble
- **YUKON** – A softhearted NEWFOUNDLAND whose sonic bark creates a shockwave of sound

- **ANDRÉ** – A BOMBAY kitty with the power of invisibility

SPEAKING of SPEECH, the Pets are able to speak with Charlie and each other in either normal or superhero mode, so when they're on screen we'll always understand what they're saying. But, whether they're in Pet-mode or Super-mode, everyone else only hears the Pets "speech" as typical pet sounds – the bunny squeaks, the tortoise chirps, the puppies bark and the kittens meow.

Even though people only hear animal sounds when the Superhero Pets "speak", they can usually intuit what the Pets are trying to tell them, "What's that Lassie? Timmy's in the well?!?!?"

SUPERHERO PETS!

Superhero Pets™ is an animated preschool action series about six four-footed friends with superpowers.

Similar to many other superhero teams, the Pets have superpowers, spandex costumes and secret identities – and, in classic superhero tradition, they use their powers to swoop in and save the day. But the Superhero Pets don't just want to save the *day* – the Pets want to save the *criminals*, too!

So, while this preschool series is definitely a superhero action show about masked heroes solving crimes and catching criminals – it's also about the heroic pets who help people learn from their mistakes. Thanks to the Pets (and the understanding people of Kastleburg) could-be criminals are given second chances to make better choices, and decide to do the right thing.

Of course, they have to catch them first! Which means there's always plenty of exciting, age-appropriate superpower action in every episode – and lots of kid-centric comedy, too.

Every episode begins with Charlie picking up the six Superhero Pets from their homes. As each pet's owner leaves for work, they hand their pet's leash to Charlie as she goes home to home to pick up the pets for the day. A brief comment from an owner or a passerby will frequently provide the first hint of where the day's adventure will lead.

It could be something small – like loads of laundry mysteriously missing from local laundromats – or something big, like the news that an armored car mysteriously vanished from a local car wash. And, before you know it, the Superhero Pets are following a trail of soap bubbles – and catching the thieves behind the armored car heist (they find the missing laundry, too).

Other days, instead of hearing about a crime that's already taken place, Charlie and the Superhero Pets follow their interests and their instincts ending up in the right place at the right time to stop a brewing crime before it happens.

More often than not however, Charlie gets tips for their adventures from the calls and texts that come in to the KARC call center. From there, Charlie is able to track down the clues to solve the mystery. But, although Charlie is often hot on the clues, she is just a kid and sometimes has the group go on missions only to find out that she has the wrong information and tracking the wrong leads!

No matter how the adventure starts, the action and quest really begins the moment Charlie calls out: “PAWS UP!” And the Pets all reply “SUPERHERO PETS!” to transform into their masked alter egos.

The SUPERHERO PETS

ANDRÉ – The Camo Cat – This itty-bitty BOMBAY kitty has the POWER of INVISIBILITY – his special CAMOUFLAGE FUR lets him blend into the scenery or slip into the shadows and disappear. When he’s invisible, André can follow almost anyone and sneak into almost any place.

Although André loves his superpower, he also loves being the center of attention. Whether he’s in pet-mode or super-mode, if there’s someone with a camera, this super kitten is always ready to strike a pose. He likes showing off so much, he even poses for the cameras when he’s invisible – it doesn’t matter that no one can see him, he still knows he’s “looking good!”

Although André is super vain, his vanity masks a deep rooted insecurity. This kitty was on the street for a long time before Charlie rescued him. Now André really loves having a real home, so a lot of his bragging about his fabulousness is an attempt to reassure himself that he’s loved and that he belongs (to the team and to his owners).

André’s TRANSFORMATION: When André touches his paw to his pet tag at the start of his transformation he DISAPPEARS for a beat, leaving behind the glowing outline of his kitten nose and blue-grey whiskers. Reappearing an instant later – suited up in blue, mask on and ready for action.

HOUDINI – The Mind Reader – Every pet owner knows the power of sweet, irresistible eyes looking up at you, you can almost hear what they’re thinking. But when this green-eyed super BUNNY with the POWER of TELEPATHY locks eyes with a criminal, they hear his thoughts as a voice inside their heads – a voice that tells them it’s time to give up their life of crime and get a job.

Houdini is a busybody – he just can’t help himself. If he sees someone who seems upset or angry, he wants to know what’s bothering them and why. And, because animals have no sense of privacy, he’ll look into a stranger’s mind and read their thoughts. Of course, Houdini has no sense of context, either – and no real world experience – so this nosy bunny is constantly misinterpreting a person’s thoughts and needs.

Houdini's TRANSFORMATION: Paw on his pet-tag, Houdini's eyes temporarily turn into spinning hypnosis wheels that expand to cover his body during the transformation. The wheels then pull back to reveal Houdini's face mask and orange superhero costume.

CRYSTAL – The Shapeshifting Superstar – This playful RAGDOLL kitten can change shapes and sizes with a flick of her whiskers, making herself as small as a mouse or as big as an elephant. She can even temporarily (very temporarily) appear to be human. But, the more elaborate her transformation, the more energy it takes to achieve it – and that affects how long she can maintain the masquerade. Spending the day disguised as a park bench is no big deal – but ten minutes as an elephant and Crystal will need to sleep for a week. (Because she's a cat, Crystal is more than happy to have an excuse to curl up and nap!)

Crystal is a practical joker – she can't resist using her superpower to play tricks on her friends. But she never, ever plays tricks on Yukon, because Crystal knows how easily frightened the big dog is. So, she saves her sneaky tricks for the Pets who find it hilarious.

Crystal's TRANSFORMATION is different every time – although it always starts with her pink paw pads pushing the symbol on her pet tag that sends Crystal's whiskers twitching – the whisker-twitch sends out a magical green glow and <POOF> the pretty little kitty is sometimes replaced by a tricycle, or a feather duster, or a mouse, or a fireman's hat (a little preview of the day's adventure) – whatever Crystal decides to turn into during her transformation, it's always just for a flash – then she turns back into a cat, only now she's a green-costumed superhero with a matching green mask.

FELICITY – The Flying Fur Ball – Felicity is a high energy AUSTRALIAN SHEPHERD puppy who's super-powered TAIL WAG (aka the "Tail Spin") creates a propeller effect that gives her the POWER of FLIGHT.

True to her shepherding heritage, Felicity excels at chasing down fleeing felons – flying close above their heads and zipping in to nudge them with her nose – or lick them with her tongue – making sure they end up herded into a blind alley, locked room or waiting police car.

Felicity is the most typical dog-like of the four super dogs – she is super athletic and loves chasing skateboards, Frisbees, butterflies – and her own tail. She's got the power of flight – but she's also incredibly flighty – she's easily distracted by anything that looks like fun or food – and she often has to be reminded that they're on a mission, "Felicity, you were supposed to fly after the bad guys and find their hideout," "Oops, sorry. I lost the bad guys. But I found this squeaky toy! Isn't it great?!?!"

Felicity's TRANSFORMATION starts at the tip of her tail – as soon as she presses the butterfly emblem on her bandana, Felicity's tail begins to wag – faster and faster until it's shaking her whole body and turning her into a total blur of purple fur. Then the blur returns to focus revealing a purple-costumed super pup, and she's ready to fly!

LIGHTNING – the Super Sniffer – Lightning is a TORTOISE with a nose for trouble. All tortoises have a keen sense of smell, but Lightning’s superpower of SUPER SMELL is so powerful, when he’s tracking down a troublemaker he can not only decipher the scents to identify everything about him or her – including what they ate for breakfast, and what kind of clothes they’re wearing – but he also knows every place they’ve been (and then, like a shellback Sherlock Holmes “Shellock Holmes”, Lightning uses those clues to figure out where the criminal is going to go next).

Lightning is like the Scarecrow from Wizard of Oz – his super smell gives him so much information, he’s constantly AMAZED at all the stuff he knows. He can tell you every ingredient in Chef Ramsey’s secret marmalade, and he knows that Charlie is wearing the same pair of socks she had on yesterday (eww!)

Lightning’s TRANSFORMATION is surprising quick and agile. As soon as his claws trigger his tag, there’s a flash of golden light and suddenly Lightning is fully outfitted in a gold costume and mask.

YUKON – the Hound of Sound – Yukon is a NEWFOUNDLAND puppy whose bark is truly worse than his bite (in fact, Yukon would *never* bite anyone), but he doesn’t need teeth to take a bite out of crime. Yukon’s superpower is a SONIC BARK that sends out a SHOCKWAVE of SOUND that can stop a speeding train in its tracks. When he’s not using his super sound to stop the baddies, this goofy Newfie loves to play hide and seek with Crystal – there’s nothing more fun than hide and seek with a shapeshifter!

Just as Lightning is the Scarecrow, Yukon is the Cowardly Lion – this big goofy Newfie is easily startled – by his own shadow, by a car door slamming, or the sound of Charlie’s cell phone ringing. But, just like the Cowardly Lion, the fact that Yukon overcomes his fears in order to help his friends (and anyone else who needs him) actually makes Yukon the bravest of all the Pets.

Yukon’s TRANSFORMATION is just one big, furry shake. (The way a wet dog shakes and sends water in all directions.) After Yukon presses his pet tag, he shakes his body, sending a cloud of fur flying in all directions; the cloud of flying fur clears, revealing a red-suited super pup.

The PET WALKER

Charlotte “CHARLIE” Abernathy – Charlie is an 11-year-old pet walker, and she’s the only person in Kastleburg who knows the Superhero Pets’ secret identities. After her encounter with the transformative pet bath’s bubbles, Charlie has the incredible power to hear what all animals are saying. She plays a critical role in making sure the Pets are in the right place at the right time to use their powers to protect the city, prevent crime, and rehabilitate would-be criminals.

The PET OWNERS

While they seem like normal professional adults to the viewer, the Pet's owners are actually the undercover parents of the Superhero Summer Camp kids. We only see the adults in their "Clark Kent" ordinary-day-job appearances, we never reveal that these human adults have secret identities. Until (or if) we merge the two shows – for a special, a movie or a spinoff – then it will be a great surprise to fans and make perfect sense. (We can drop the occasional bread crumb within series dialogue – "I just got a postcard from my daughter, she's having a great time at camp"). So, we retain this ability, but in a standard Superhero Pets episode, the owners will remain unremarkable.

SAMPLE STORIES

- The Natural History Museum gets robbed and the T-Rex Skeleton gets stolen. Yukon is distressed because he really, really LOVES bones. Lightning is equally unhappy, he loves the Natural History Museum because he enjoys learning about the past by sniffing the scents of the skeletons and other displays. Yukon and Lightning take the lead, pairing up on a mission to track down the bone thief and get the T-Rex back to the Museum where it belongs.
- A "Cat Burglar" is stealing valuables from high rise apartments. Crystal and André are upset because no cat would steal money or jewelry – that's just silly! They want to solve the crime and prove the cat burglar is a person, not a cat, so they can defend the honor of all the felines in Kastleburg!
- On their daily walk with Charlie, the Pets are approached by a puppy and learn that it's lost. Always eager to help, Charlie makes it their mission to bring the puppy safely home. She hears the dog say that he lives in a really big green house, but since dogs are color blind the group spends hours checking every green house for miles, before they discover that the lost dog's house is actually *orange*. Charlie has to use her intellect – and her super pet pals – to figure out how to find the right orange house and reunite the dog with his owner.
- All the soap in Kastleburg has disappeared and now the town fountain is overflowing with bubbles. The pets have to stop the bubbles before they flood Kastleburg square, but Houdini and Felicity are having so much fun slipping and sliding along the cobblestones like a giant water park, they end up making the problem worse, before finally foregoing their fun to help their friends stop the soap-stealing scoundrels and save the day.

SAMPLE OUTLINE

The King's Crown of Kastleburg

CHARLIE arrives to pick up CRYSTAL, the pampered pet of a world renowned violinist. The doorman rings the singer's apartment to let him know Crystal's pet walker has arrived.

Charlie already has the other five pets – HOUDINI, ANDRÉ, LIGHTNING, FELICITY and YUKON – on leashes. The Pets are well-behaved, but antsy. It's a beautiful morning and they want to get outside and GO!

As they wait, the doorman asks Charlie if she's planning on taking the Pets to Old Town today. If she is, she should expect a lot of people – today's the day the museum is putting the King's Crown on display in an open air exhibit in honor of the King's birthday.

Oh, good to know! Charlie likes to take the Pets for walks in Old Town, they like drinking out of the fountains – and smelling all the delicious aromas from the sidewalk cafes. But, maybe they should go somewhere else today, since Old Town is going to be more crowded than usual.

Crystal and her owner exit the elevator, Crystal meows good-bye to her owner, purring as he scratches her behind the ear before waving good-bye to Charlie and the other Pets. Then Charlie snaps a leash onto Crystal's collar and the Superhero Pets head out the lobby doors.

It doesn't take long before the Pets and Charlie hear other people talking about the King's Crown, too.

Talking amongst themselves, Crystal really wants to see those jewels – she likes looking at pretty things, and she likes turning into pretty things, too.

"I've never tried shapeshifting into a crown before – I bet it would be fun!" she says to the group

Yukon really wants to see Crystal turn into a crown. And the other animals are equally intrigued – they would definitely like to see the jewels in the crown, and see Crystal try a new shapeshifting trick. The six Pets look up at Charlie with hope-filled faces, will she take them (paws crossed!)? Looking at their eyes and hearing how excited they are, Charlie agrees and off they go!

Before you know it, the Pets and Charlie are milling with a crowd of sightseers. Locals and tourists alike. Crystal is studying the jeweled crown, while Lightning is studying the crowd.

A bicyclist pedals past as Lightning declares to the group, “Something isn’t right. I smell trouble!”

Knowing that Lightning must have picked up something fishy, Charlie presses on the special emblem on the side of the leash emitting the dog whistle. Charlie then calls out, “PAWS UP!” the Pets then shout in unison “SUPERHERO PETS!” Instantly the Pets raise their paws to their collars, pressing their pet tags, the emblems on the tags begin to glow, and the clasps on their leashes <snap> open, and they all collectively transform into their masked alter egos! (See character bios for detailed descriptions.)

Charlie tells her four-footed friends, “Good luck!”

André gives Charlie a big Cheshire cat grin, “We’re superheroes, we don’t need luck!” Then, just like the Cheshire cat, André instantly disappears. A moment later he shimmers back into view with his eyes shining behind his blue mask, André is ready for action.

The camera pans from André to the other five pets, to reveal FOUR COSTUMED SUPERHERO PETS – Lightning, Felicity, Yukon, and Houdini (Crystal and André are no longer with them).

Masks on and emblems glowing, they strike a heroic pose – they’re ready for action!

The crowd reacts – surprised and pleased to see their city’s elite team of crime fighters are here to protect the community.

As soon as he sees the Pets, the museum curator rushes over with alarm, “Superhero Pets! What are you doing here!?!?”

(NOTE: Just like no one ever seemed to catch on that Clark Kent was Superman, no one in Kastleburg will ever realize that the six pets who were just out for a walk with Charlie are the same six Superhero Pets that the city counts on to save the day.)

A second later, they hear the sound of people yelling, “It’s gone, it’s gone!”, “The Crown is missing!”, “Someone took the King’s Crown!”

The Pets <bark> and <meow> reassuring the curator, then race off with Lightning in the lead – the crowd and the constables haven’t realized it, but the Pets instantly know the thief is the bicyclist they saw moments earlier.

Felicity’s tail begins to wag – spinning like a propeller it instantly lifts the purple-suited pup into the air – and she flies off after the cyclist.

Lots of dogs love to chase bicycles, but this is the first time we’ve seen a *flying* dog pursuing a cyclist – and we’ll have some fun with a one-of-a-kind chase scene through the narrow streets of Old Town Kastleburg.

Finally, Felicity herds the peddling jewel thief into a narrow alleyway – the thief’s eyes go wide to see Yukon standing at the end of the alley, blocking the only exit. Yukon gives an earthshaking <bark> and his sonic superpower blows out both bicycle tires.

As the Superhero Pets surround him, the defeated thief climbs off his disabled bike, drops the backpack with the King’s crown and removes his helmet.

Houdini looks into the teenager’s eyes with his sweet, hypnotic bunny eyes – which work like a truth serum – and we hear their telepathic exchange.

The boy was out for a ride – he’d been fighting with his mom and wishing he could do something to apologize – he knows his mom wanted to come see the crown jewels, but she had to work. So, he thought if he could “borrow” the crown and take it to show his mom it would make her happy. He was going to bring it back, really truly!

Yukon, Lightning, Felicity, and Houdini have a heartfelt discussion about why it’s wrong to take something that doesn’t belong to you – it’s not “borrowing” it’s *stealing* and it’s wrong!

Houdini interprets for the other animals – and the teen hangs his head, ashamed.

He tells the Pets that he just wants to return the crown and apologize. He knows he’s in a lot of trouble!

Well, actually, he’s not in as much trouble as he could have been, since the crown is still at the museum, where it belongs.

The teen shakes his head, “No it isn’t, it’s right here!” He opens his backpack and shows them the jeweled crown – and the crown morphs into Crystal!

The teen is very surprised – and very relieved – to discover that he didn’t steal a crown – he stole a cat! And, Crystal corrects him, she wasn’t stolen, she came along willingly!

Crystal takes a moment to let the teen – and her friends – compliment her amazing shapeshifting. Yukon is the most impressed! He just wishes André was here to see it.

Oh, Crystal smiles, André had something else to do – and it was equally impressive!

Back at the outdoor museum display, the crowd watches in amazement as the King’s Crown disappears and reappears like magic.

The Museum Curator beams as he waves his hand toward the display – and the crown disappears once more.

“And that’s how the amazing André, using his incredible powers of camouflage, is keeping the King’s Crown safe while we have it on display!”

André shimmers into view, then leaps off the display pedestal, revealing the Crown in all its jeweled glory.

“Remember, you may not see him – but this Superhero Pet will always see *you!*”

As André preens and poses heroically beside the crown soaking in the attention, the five other Pets walk up to Charlie – their costumes and masks are gone – and they look like five ordinary pets as they line up to let Charlie reattach their leashes.

Charlie shakes her head and laughs as the other pets pretend to pout – they can’t believe that they stopped the would-be jewel thief, but André’s getting all the credit!

Well, now that he’s taking the credit – it means that André has to spend the whole day here watching over the crown and keeping it safe. The rest of them can go for a walk along the river – and play in the Pet Park. They’ll come back and get André when the museum closes.
