





Only darkness
can lead you to the light.

/// ABOUT THE SERIES ///



This is the story of Egon, a smart 11-year-old photosensitive detective and his sidekick Finx, a crazy sphynx cat who only has one life left. Together they solve mysteries that happen in an amusement park, which in the daytime appears normal but at night becomes truly scary. These two friends spend their nights investigating the spooky events going on, interviewing the larger-than-life suspects and following the trails and clues left by them. By going against the clock, facing inexplicable happenings and having to overcome their fears, Egon and Finx manage to solve the strangest mystery cases before dawn...

Format: 52 x 11'

Genre: comedy mystery

Target: children age 6 to 11

Language: English/Spanish



/// EGON ///

Egon is a photosensitive 11-year-old boy who loves supernatural stories. To tell you the truth, he doesn't only love paranormal stories, he is actually part of them. Every night, Egon becomes a brave detective who deals with the strangest mystery cases in a deteriorated amusement park where his dad works.

Egon loves the night and has gradually learned to identify the creatures that creep around. That's not to say he doesn't get scared. Sometimes he is frightened to the bone! He gets scared by the eerie whistling sounds the wind makes towards midnight, by the strange movements of the lamps in the enchanted castle, and by the horror films that spookily project themselves in the cinema while the film operator is not there. However, his curiosity and determination to solve mysteries are stronger than fear itself, which is why every night Egon summons the courage to solve an apparently impossible mystery.





Egon's bravery is definitely stronger than his fear! And he proves it every day (that is, every night). Like the time he solved the mystery of the monstrous popcorn! Or the night he discovered why the amusement park visitors came out thinner every time they entered the photo booth! Or also the time he came face to face with zombie statues in the wax museum!

In each episode Egon discovers clues, interviews witnesses, deduces hypotheses, uses logic and puts the pieces of the puzzle together. In short, Egon solves mysteries without consideration for the consequences his investigations might have in his life. And as if that wasn't enough, now Egon must protect the only life that Finx has left, a laid back sphinx cat who accompanies him night after night in his investigations.

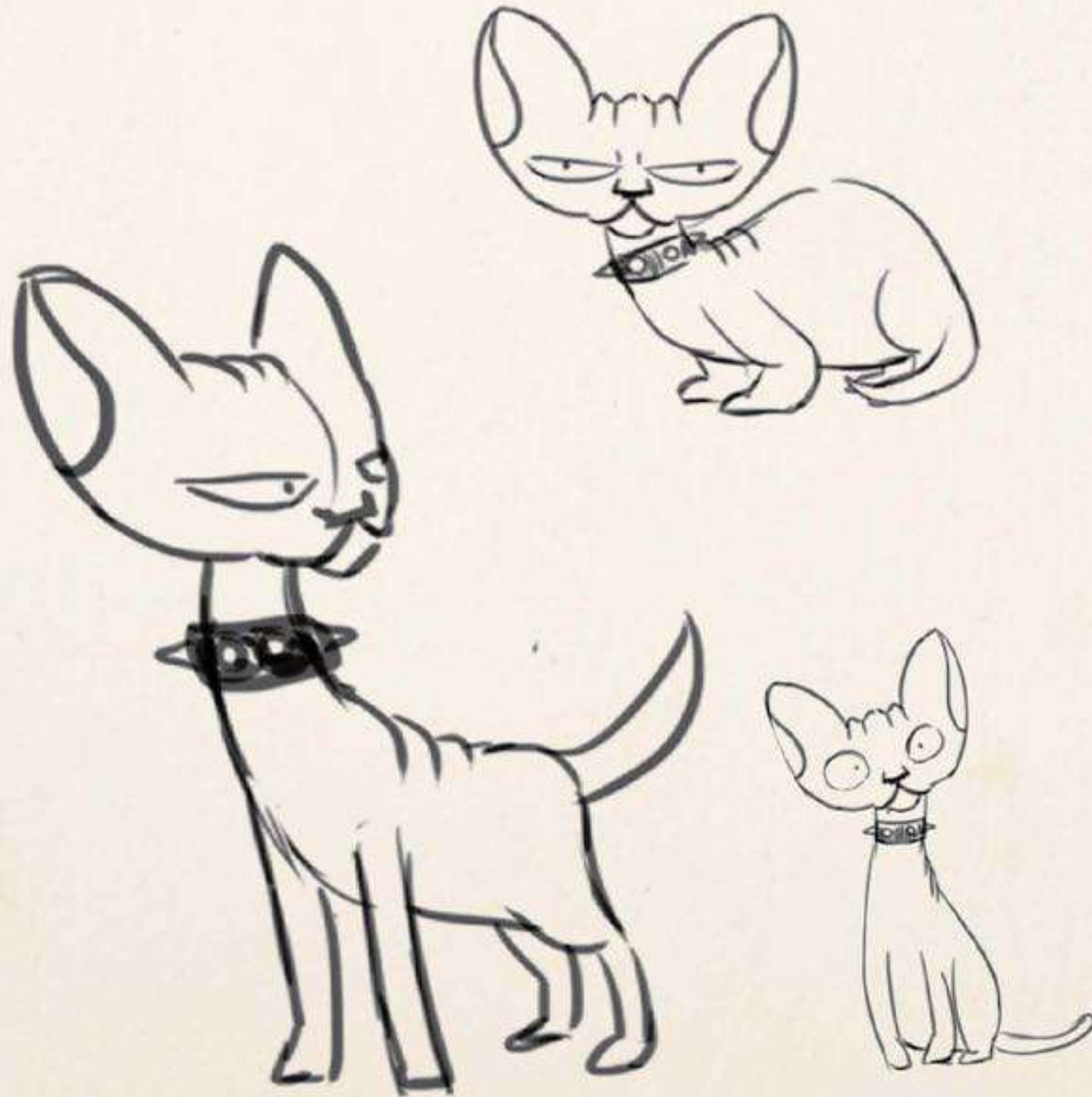
/// FINX ///

Finx is a cool but aloof sphynx cat. He is very intuitive and wary, like an all-seeing antenna: he feels subtle vibrations, hears things that unsuspecting humans are not aware of, and he perceives beings from other dimensions with his large ears. If only Finx could (or actually wanted to) communicate with Egon, things would be so much easier!



Finx is extremely agile and flexible and is not afraid of heights, which is why he can climb and jump onto many places where Egon could never reach, in search of valuable (and sometimes not so valuable) clues.

Come to think of it, Finx would be the perfect companion for a child detective if only he didn't take such very, very, VERY big risks! (Perhaps too many.) This unique cat has lost eight of his nine lives, and because he isn't aware of the risks he takes, he is in constant danger of losing his last life. Especially since Egon arrived at the amusement park and they started to work together to solve the most bizarre mysteries.



///BETHANY///

Bethany is a playful nine-year-old girl ghost who is a bit of a joker. She is the type of ghost that likes to tease, and although her intentions are rarely bad, sometimes her innocent pranks cause mayhem.

However, what she likes the most is playing jokes on Egon and Finx, which often impede their investigations. Although, she occasionally helps them out with an odd clue here and there. It all depends on what mood she is in, which goes up and down like a rollercoaster.

Bethany has a mane of hair and Egon always comments that "when she brushes her hair, something bad is about to happen."



She also likes brushing Feliciana's hair (and also pulling off the hairs from her chin) sometimes. Everyone in the park knows that her hair is a bad sign. Bethany loves looking at herself in mirrors, windows, glass cases and lamps. This because even though she is from the spirit world, she is extremely vain. It is when she reflects in mirrors that Egon can see her, and although he has seen her lots of times, Bethany always manages to give our hero some scary moments.



/// BALDOMERE ///

Baldomere is the owner of the amusement park. He is often tight with money, bad-tempered and will never close down because he needs to make an income every day. He is always counting cash and looking for ways to cut down expenses. The most important thing for him is that the park is profitable and that the visitors arrive every morning to enjoy themselves.



/// NOHELIA ///

Nohelia is a twelve-year-old girl who is Baldomere's daughter. She is a walking encyclopedia on paranormal activities; she listens to heavy metal, reads the tarot, writes horror stories and is super cool, perhaps too cool! Sometimes she is so cool that it seems she is hiding something behind all that knowledge.

Nohelia gets bored at home, which is why she goes to the amusement park in search of adventure. However, since she is more cultured and intellectual than average,



reading and writing comes easier to her than getting involved in action.

She is the type of writer that never has difficulties finding a good beginning for her stories, but is always in search of good endings. Although she is too cool to admit it, Egon and Finx are her main inspiration. On more than one occasion her eyes have lit up when she sees how brave our detective is.



/// HECTOR ///

Héctor is Egon's dad, who has just been named the amusement park administrator. He used to own a grocery store but decided to closed it down because the new job meant more income for his family. He is a sensible and rational man that doesn't believe in ghosts or ghouls; however, the amusement park and its strange inhabitants will put his nerves on edge.



/// ADRIAN ///

Adrian is Baldomere's son. He is a nine-year-old boy who wants to be a good detective as Egon, but he lacks intuition.

It takes more than having all the technological gadgets to be a detective, it is also important to be witty and brave.

Since Egon arrived to the amusement park, Adrian has unsuccessfully tried to become a detective, leading to lots of complications.

This makes him frustrated, and he takes his frustration out on the other detectives in the park, especially Finx: Adrian never misses an opportunity to pull his tail, or tweak his ears.



/// FELICIANA ///

Feliciano works in the ticket booth at the amusement park. She is an old lady with odd hair on her chin (although she only has a few, they are quite long). She knows the amusement park like the palm of her hand since she has worked there for many years. She could have retired by now, but refuses to do so. She knows the stories of the ghosts and ghouls in the park but has gradually lost her memory, which causes her to mix them up with real life.









/// BUT... WHAT IS IT THAT MAKES AN AMUSEMENT PARK TURN INTO SUCH A SCARY PLACE? ///

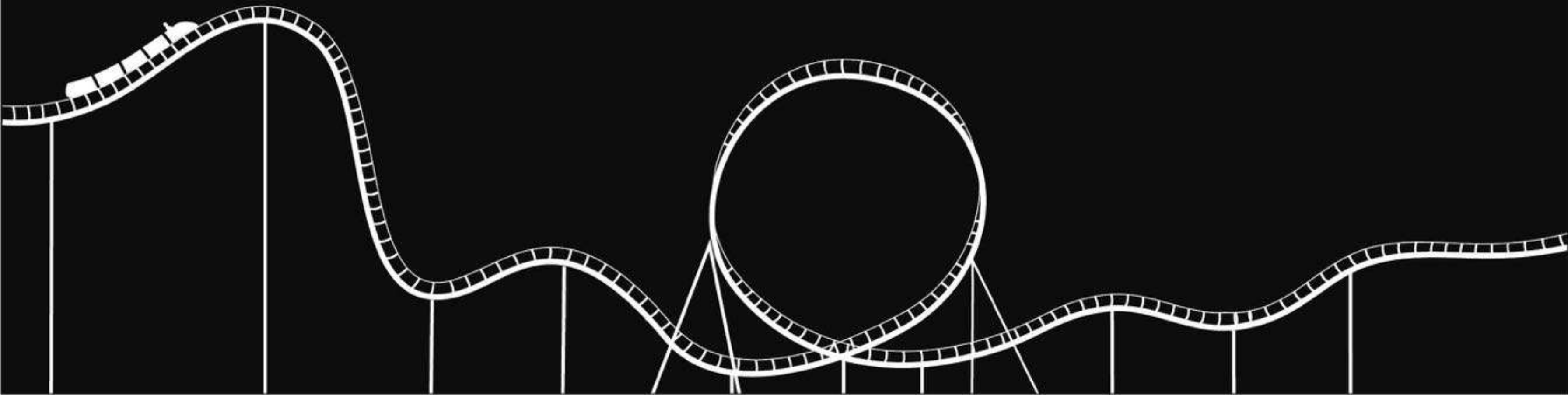
Many non-human creatures live there: ghosts, ghouls, zombies and mythological beings. In each episode, Egon and Finx set about getting to know them, disarming them, finding out where they come and their motives, and discovering their deepest secrets.

The old and enchanted amusement park has various attractions: a ghost cinema, a haunted house, an enchanted castle, house of mirrors, and a spooky fairground.

During the day the park welcomes visitors, mostly children and their families, but at night, under the cover of darkness, the park fills with a variety of non-human entities who wreak havoc by: hiding objects, disappearing people, stealing relics, misplacing things... all of these actions frighten the park's inhabitants and visitors.

/// THE CREEPIEST /// /// AMUSEMENT PARK... ///

After living in a normal neighborhood in a big city, Egon and his dad decide to go and live in an old and mysterious amusement park. Egon's life radically changes: from one moment to the next his home becomes an enigmatic place that hides many secrets.



/// THE END OF THE WORLD ///

/// NIGHTMARE ///

 - WITH POPCORN -

The popcorn machine appears to have broken down: it is making monstrous looking popcorn. Egon and Finx must solve the case as quickly as possible because the popcorn has come to life and they are threatening to take over the city... Well, at least that's what it looks like, as it becomes a veritable army that is heading out of the park.

What nobody realizes is that the popcorn is destined to become the food of a greater enemy: the Lady Popcorn Serpent, who can only eat fresh prey and cannot bear to watch a romantic comedy without eating live pieces of popcorn!



THE DEBUT OF THE MIDNIGHT SLIMMING PHOTO BOOTH

The amusement park's photo booth is behaving very strangely: the people that use it come out weighing five kilograms less, making it one of the most popular attractions in the park!

The fact that they also lose their entire memory by doing it so, doesn't bother the public; even TV stars queue up to use it. Baldomere plans to build more photo booths throughout the park, sensing a chance to make more money.

However, Egon's sixth sense makes him think something fishy is going on, which is why he risks his life (and Finx's) by entering the photo booth, where he discovers a terrifying plan for enslaving humanity.

This time the enemy is the Lord of the Fifth Dimension, who plans to build a city in his universe with the aid of human beings' lost kilograms. ☒As usual, in the amusement park not everything is what it seems!



/// THE DANGEROUS FEVERISH ZOMBIES IN THE WAX MUSEUM ///

The statues in the wax museum are melting due to a problem with the air conditioning system; they look very strange, their poses have changed and they look even scarier than normal. Baldomere, the park owner, decides to fix this himself and everything returns to "normal", or so it seems...

Egon suspects this is not the end of the story: he discovers that the statues have come to life and have turned into living wax zombies. Our astute boy detective figures out that the heat has activated a bacteria in the wax; and inside the statues there imitating bee larvae.

Egon and Finx investigate further and discover that the air conditioning system didn't break down by accident. There is a terrifying

enemy behind the bee larvae case: ~~The Phantasmagorical Queen Bee!~~ Our detective duo must figure out this strange phenomenon and try to get the statues back to their "normal" state. Woaahhh!! P.S. Have you seen the museum's latest statue? None other than a Phantasmagorical Queen Bee!

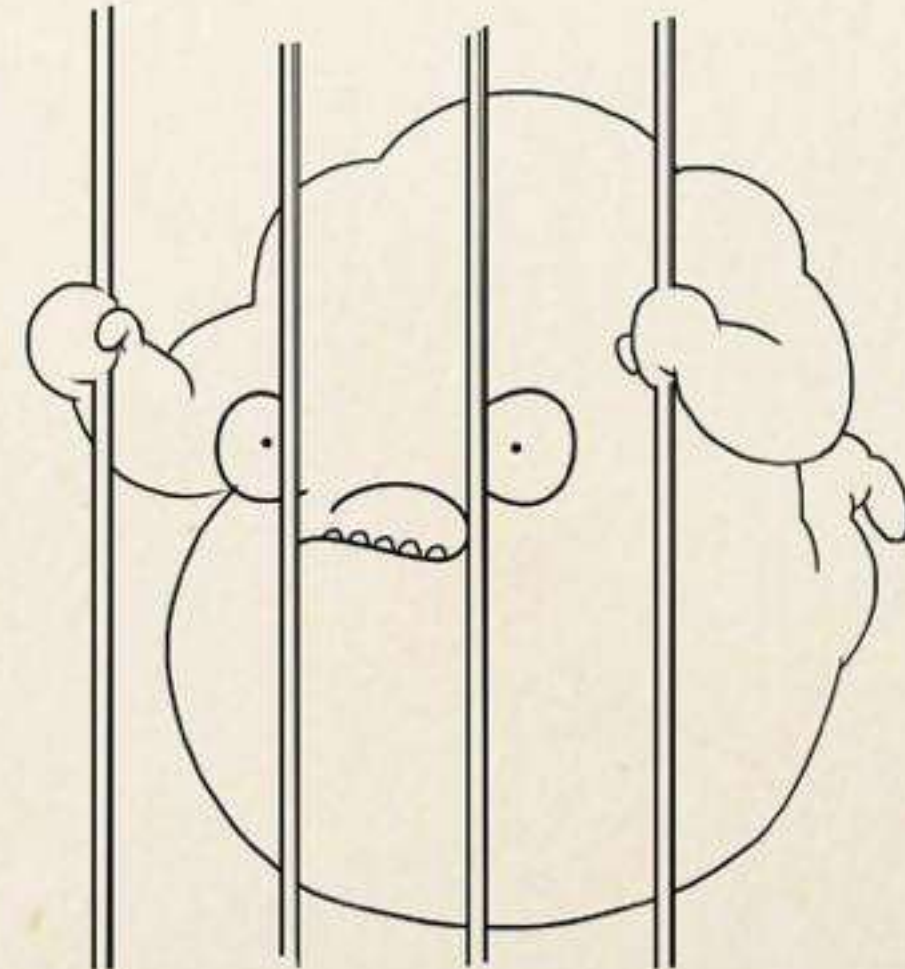


THE SPOOK WHO SPOOKS THE SPOOKS... THIS ONE SPOOKS BETTER! ARGHHH!

People have been complaining that the haunted house in the amusement park is old fashioned: it no longer scares anyone! It's really dull! Baldomere, decides to close down the attraction because it is not profitable. However, Egon suspects there is more to it than meets the eye and soon discovers what it is: every single spook in the haunted house has escaped and is walking freely around the park! Although the haunted house no longer frightens anyone, the rest of the park is now creepier than ever.

Egon and Finx realize that the ghosts are fleeing from **PLASMA**, an ancient ghost who had been asleep for hundreds of years but has recently woken up. However, he is now trapped inside the walls of the haunted house. Unlike the other ghosts, this mysterious spook cannot walk

through walls. Now, that is a serious problem for a ghost! This Spook of Spooks has done everything possible to make the haunted house seem dull in the hope that it will be demolished, thereby enabling him to escape his terrible fate: being encased in cement. With all their ingenuity and courage, Egon and Finx must prevent the haunted house from being demolished and get PLASMA to fall asleep once again.



LIVING REFLECTIONS IN THE HOUSE OF MIRRORS

When people enter the house of mirrors, their bodies change into the images reflected in them: contorted, elongated or shortened. Whichever it is, they are always deformed and don't look attractive at all! Just like the reflections in the mirrors! Egon discovers that behind the mirrors live the **Deformed Spectres**, who want to be beautiful, which is why they steal the bodies of the visitors. But that's not all: these ghosts want to make their terrible world beautiful, which is why they steal things from our world.

First, they disappear the bodies of humans, but then they steal cars, furniture and even entire places. The world is becoming empty and deformed! What at first seemed to be a mere case of vanity, has become a danger for the

whole of humanity. Fortunately, Egon and Finx are always ready to investigate; to look beyond the obvious and save the world.

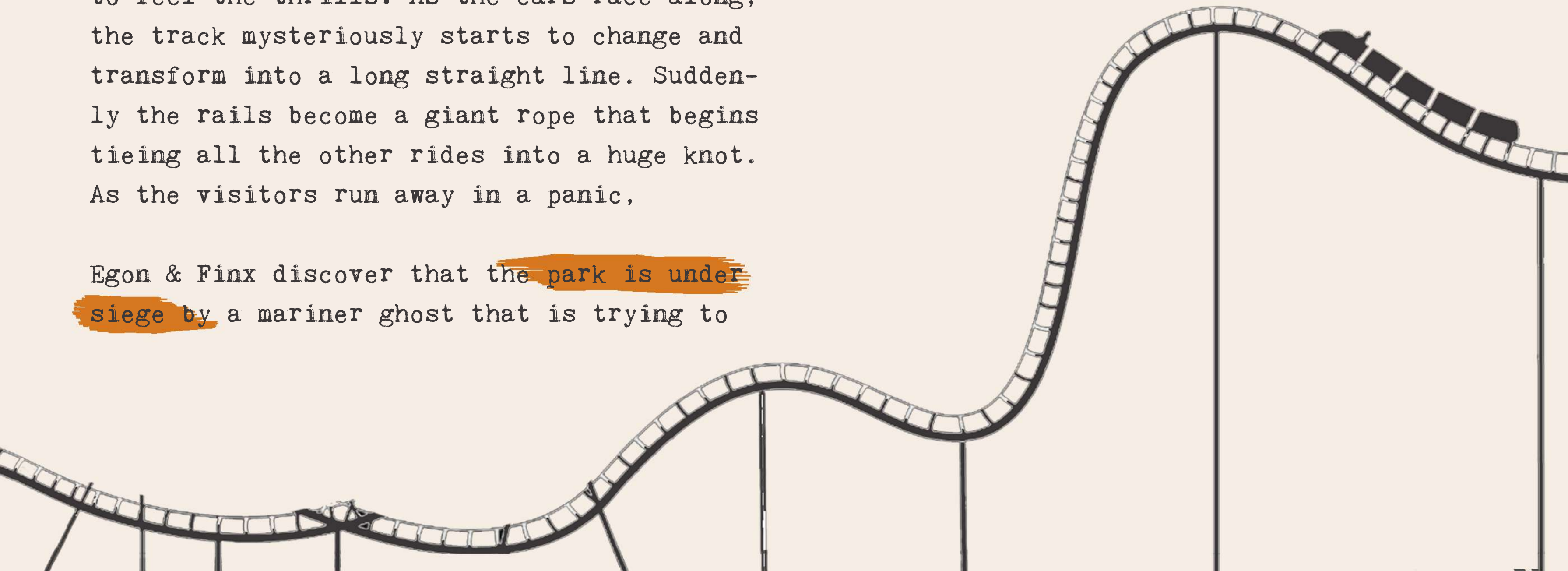


/// THE ROLLER COASTER SAILOR KNOTTER //

Today is the brand new roller coaster's opening day, and visitors are ready for the new adventure! seated, buckled up, and ready to feel the thrills! As the cars race along, the track mysteriously starts to change and transform into a long straight line. Suddenly the rails become a giant rope that begins tieing all the other rides into a huge knot. As the visitors run away in a panic,

Egon & Finx discover that the park is under siege by a mariner ghost that is trying to

create a giant vessel out of all the rides at the fairground, and forcefully recruit visitors to become sailors under his command. Our two detectives must fight to stop him!



/// TRANSMEDIA ///

Interactive video game: children look for the objects that the ghosts have disappeared from the amusement park.

"The lives of Finx" (web series): In each episode we find out how Finx loses one of his nine lives. By the end of the series, Finx has lost eight lives... EIGHT!

"Ghostories" (ebooks): These narrate the stories of the ghosts that live in the park. By reading and interacting with the characters, the children discover how each one

lost its life and how he or she became a creepy ghost.

"Stories without end" (collaborative blog): children help Nohelia to finish the stories she has begun. The best stories will win a prize.

"Nohelia's dark stories" (dark comics): stories about famous ghosts and mythological beings written and narrated by Nohelia.

/// CREATORS ///

Mari Escobar dedicates her professional life to creating for children. She creates, writes and produces TV for children and is also a passionate music teacher and composer of children's music. She divides her time between her production company, La Mar Media, where she produces innovative and original content for children, and her music school, Rio Grande, where she has found a way of teaching music through corporal expression, movement and creation.

Dario Silva is an executive producer and director with more than twenty years of experience in television, entertainment and theatre. He has been a creator and producer of more than 2000 hours of cultural TV programs for children in the form of documentaries, live action and animation. He has directed live broadcasts of major events, such as the visit of Pope Francis to Bogotá, the Festival Estéreo Picnic (Stereo Picnic Festival), Rock al Parque (Rock in the Park), and the Iberoamerican Theater Festival. Dario ingeniously combines creative production with executive production, creating TV shows and entertainment of exceptional quality.

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