



THE MYTH OF ARACUA

80 MIN,
ANIMATION ADVENTURE,
STATUS: **IN PRODUCTION**
RELEASE DATE: **MAY 2025**



OVERVIEW



WORLD SALES

Italy
Portugal
Netherlands
Switzerland
Belgium
Greece
Finland
Sweden
Norway
Denmark

Bulgaria
Serbia
Boshia
Croatia
Macedonia
Albania
MENA countries
Israel
Vietnam
Mongolia

South Africa
Australia
New Zealand



SYNO PSIS



Maracuda, the son of a respected tribal leader, struggles to live up to his father's expectations. He ventures into a mysterious forest to prove himself and encounters Tink, a magical extraterrestrial bird, and together they embark on incredible adventures in the stone age forest. Amidst their escapades, Tink unintentionally transforms Maracuda's father into a tiny creature, prompting the boy to teach Tink how to control his powers.

As they navigate through challenges, Maracuda learns about responsibility, while his dad has to show more understanding and compassion. Along the way, the series is filled with humorous moments and introduces a variety of exotic fauna, adding charm and excitement to the story.

VALUES



The Myth of Maracuda teaches the vital lesson of harnessing the inner strength emphasising the importance of self-discovery. The movie also helps to build the bridge of the generation gap and promotes the empathy between kids and parents fostering a deeper bond. The narrative maintains a bright and humorous tone engaging audiences with its entertaining twists and turns.





WORLD

EXCITING WORLD OF STONE ERA HUNTERS-GATHERERS, ALONGSIDE THE BRIGHT AND COLOURFUL ATMOSPHERE OF A MAGIC FOREST FULL OF FUNNY UNBELIEVABLE PREHISTORIC ANIMALS.



VIVID
MERRY
BRIGHT
HUMOROUS
ADVENTUROUS
COMPASSIONATE

TO NE

PREHIS TORIC FAUNA



CHARA CTERS



MAIN CHARACTER: MARACUDA



Maracuda, the curious and vivacious boy, often finds himself stumbling through his adventure. He is a constant disappointment to his father, the tribal leader. However, through his endearing friendship with the magical bird Tink, Maracuda finds friendship and acceptance, uncovering his inner strength and forging newfound bonds with his family.



MAIN CHARACTER: TINK



Tink, the extraterrestrial magical bird brings forth comical situations as he exhales a whimsical pink puff of smoke, enchanting objects and creatures. Tink's constant yearning for home creates endearing moments. With Maracuda's assistance, Tink transforms into a self-assured and strong magician capable of extraordinary feats.



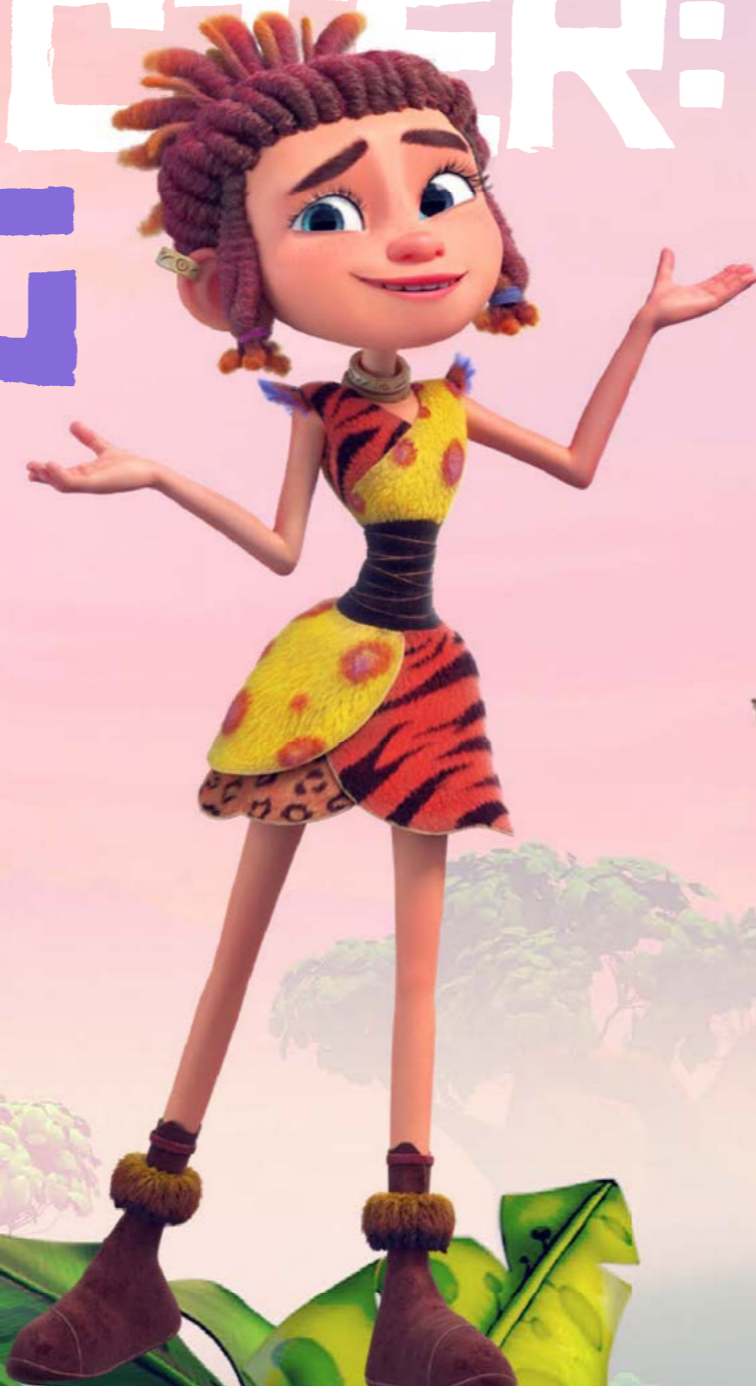
MAIN CHARACTER: ROCK

Rock is a stern leader of the tribe, the father of Maracuda, often annoyed with his son's clumsiness and carelessness. When Tink accidentally turns Rock into a caterpillar, the once authoritative leader must navigate the challenges of being small and vulnerable, resulting in both amusing and touching moments. Through his reliance on Maracuda, their relationship evolves with heartening consequences.



MAIN CHARACTER: SPRING

Spring is Maracuda's elder sister, the embodiment of girl power, fearlessness, and skill in weaponry. However, Spring's determination can sometimes veer into stubbornness, especially in her interactions with Klaag, providing opportunities for comedic encounters and lessons in overcoming prejudice.



SECONDARY CHARACTERS: MEERKATS



In the bustling meerkat community, a group of quirky and hilarious tribesmen worships the magical bird Tink with unwavering devotion, their constant hymns filling the story with laughter and joy.



SECONDARY CHARACTERS: KLAAG



Klaag, the furry young man from another tribe, may come across as a bit simple-minded, but beneath his exterior lies a heart of gold. Determined to win the affection of Spring, he navigates through challenges with kindness and resilience, showcasing his ability to overcome prejudices and embrace his true feelings, ultimately proving that sincerity and compassion triumph over all.



SECONDARY CHARACTERS: PINK



Pink, the chatterbox girl caterpillar, brings a whirlwind of comedy wherever she crawls, driving Rock, who was transformed into a caterpillar by Tink, to the brink of madness with her incessant chatter.

ANTA GONIST: CLUB FOOT



Clubfoot, Rock's assistant, a foolish and hypocritical primitive man who agrees with Rock in everything. However, when the tribal leader disappears, Clubfoot's transformation into an angry and aggressive leader delivers unexpected moments, offering suspense to the story.



**THE MYTH
OF MARRACUDA 2:**

**TIME TRAVELLER
(COMING 2026)**



CON TACTS

GLOBAL SALES

SZILAGYI DEZSO SQUARE I,
2ND FLOOR | 1011
BUDAPEST, HUNGARY
MANAGING DIRECTOR
JURAJ BARABAS

PLEASE CONTACT US:
JURAJ@LUMINESCENCEFILM.COM