

# The Bongles



## Catalogue

Animated audiobooks

Print Books

eBooks

Toys



# The Bongles

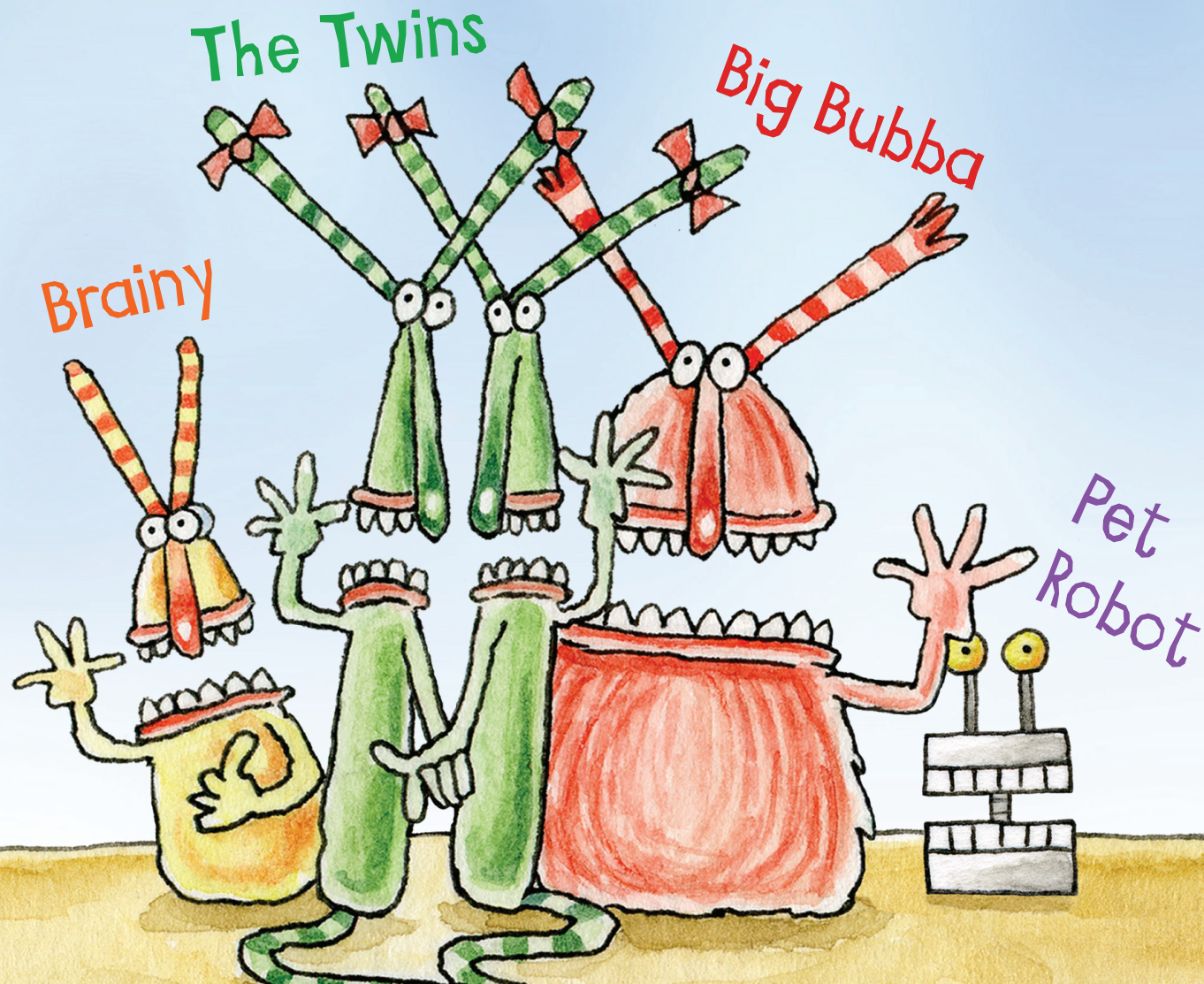
**The Bongles** are a brand new imaginative series of illustrated children's books delivered on various platforms including uniquely designed animated audiobooks on iBooks, e-books on Kindle as well as print books.

The Bongles Books tell imaginative, funny and eco-friendly stories about the colourful bouncy creatures, The Bongles. They reuse, repair and upcycle objects that wash up onto their shores on their many adventures, turning trash into treasure.

Ingenious drawings by artist Dean Queazy, combined with quirky stories told in rhyme by Oscar Van Heek, offer a unique and distinctive voice in children's storytelling. The series is designed in such a way as to aid English language learning in a fun-filled way.

There are two distinct series:

**The Bongles** and **The Bongles ADVENTURES**.





# THE BONGLES

A series of **animated audiobooks, e-books**  
and **print books** for 3-6 years old

Each story begins, when an every-day object washes up on an otherwise pristine Bongle beach. The Bongles find endlessly creative uses for each object resulting in fun and games with slapstick humour.

The emphasis is on entertainment with underlying themes of reuse, repurpose and upcycle.

The Bongles Shorts Animations are two-minute gags with offbeat humour and a fabulous quirky hand-drawn animation style that makes them appealing to children of all ages.

The Bongles will be available as a series of books and short animations distributed in print and on mobile devices.

# THE BONGLES **ADVENTURES**

A series of **animated audiobooks, e-books**  
and **print books** for 5-8 years old

The adventure stories are built around the Bongles drifting along on their Island Ship and encountering strange worlds where they have to solve problems in fun and amusing ways.

The underlying themes include; the importance of teamwork and friendship, recycling, the importance of looking after the environment. These themes are interwoven with a light touch. First and foremost they are entertaining, often absurd and always humorous tales that combine the imaginative, signature drawings of artist Dean Queazy with the endearingly funny stories told in rhyme. The net result is a unique children's storybook series.

Bongles Adventures will be available as interactive ebooks as well as beautifully presented printed books. The books series is written in rhyme which aids English language learning.



# THE BONGLES

books and animations

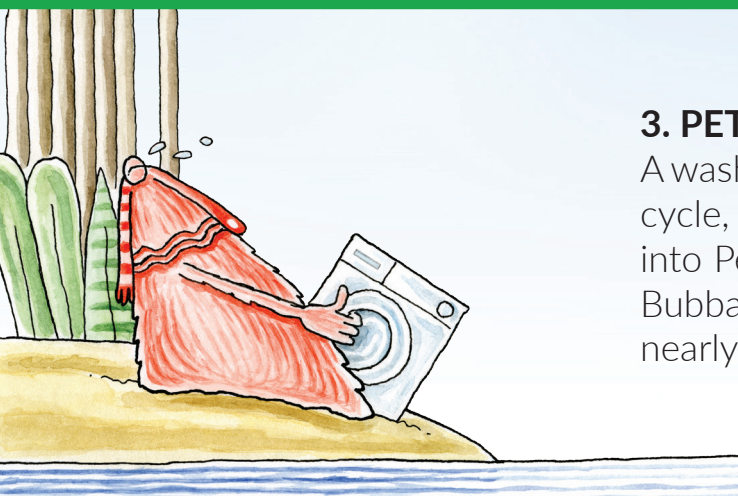
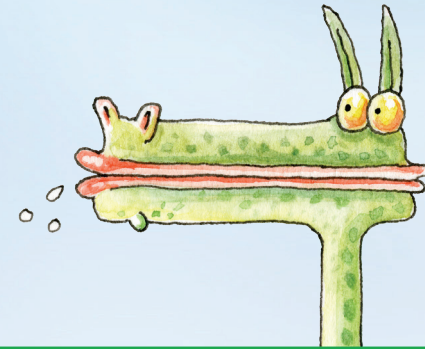


## 1. TV DINNER

A TV washed up on the shore, Big Bubba gets it to work by hitting it. The screen turns into a picture of a big cream cake. Big Bubba sniffs then eats the TV with the picture of the cake showing through his tummy. The Twins Double and Trouble have to tickle him in order to get the TV laughed out of his tummy. Brainy appears restoring the balance, as they sit down to enjoy the Bongles Ball World Cup on the TV.

## 2. MONSTER TAKEAWAY

A phone box washes up onto the beach and Big Bubba dials for a carry-out dinner from the takeaway menu. The meal is delivered by helicopter. A Sea Monster smelling the delicious food chases after the Bongles until he has stolen the food. The phone on the beach rings, The Twins answer - it is the Sea Monster calling to say thanks.



## 3. PET WASHING MACHINE

A washing machine washes up on shore. After Big Bubba climbs in and gets stuck on the spin cycle, Brainy comes to the rescue. After endless tinkering he turns the washing machine into Pet Robot for Bubba. The first thing Pet sees is the adoring eyes of Bubba and thinks Bubba is his dad. Pet follows Bubba everywhere. When Bubba goes for a swim Pet joins but nearly drowns. Bubba saves Pet and the two have now bonded for life.



#### 4. BONGLES BOOGIE

Several radios are washed onto the shore, they are big '1980's 'boogie boxes'. The Bongles start grooving to the funky sounds. However as the power starts to drain and the tape starts to go in slow-mo, distorting the sounds - the Bongles start to dance in slow-mo and moon-dancing. Eventually - silence. Soon the Bongles snap off the aerials and use them to drum out a beat. The party starts once more as the Bongles continue to dance on the beach.

#### 5. TRAMPOLINE DREAM

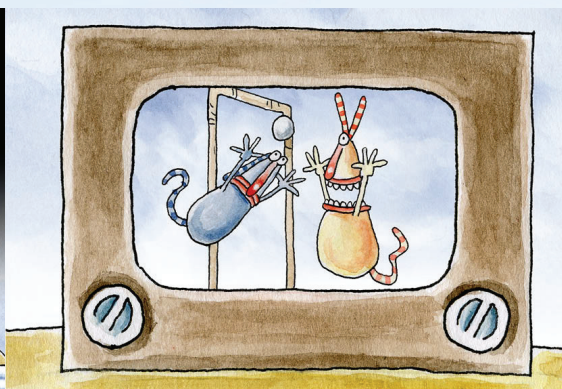
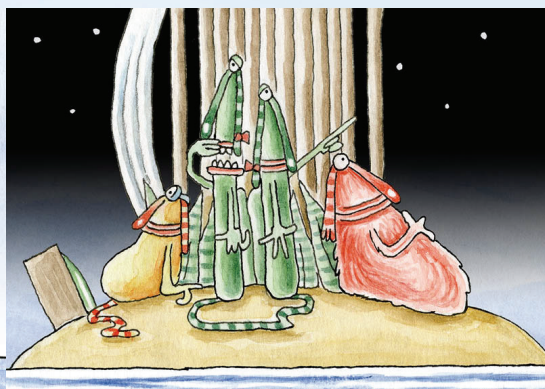
A bed washes up and is used as a trampoline before the Twins use it as a raft and paddle out to sea. The Twins fish out plastic rubbish from the sea and turn the rubbish into new toys. The raft sinks and the Bongles are rescued by a monster who scoops up the mattress, the Twins and the toys, then unceremoniously, dumps them back on the beach. The Twins, exhausted by events, fall asleep on their new bed cuddling their new toys.

#### 6. SPACE ODDITY

A spacecraft falls from the sky. Bubba is beamed into it. Bubba and the Space Bongles can't speak each other's language so Bubba communicates through music. Bubba hums a tune and they hum back. The Space Bongles get out their strange shaped musical instruments and beam themselves and Bubba back onto the beach. After a jamming session the Space band leave behind their instruments as gifts to the Bongles and say their farewells. Their craft zooms off into the distance.

#### 7. RECYCLE CYCLE

A bicycle is used for endless fun, before Brainy decides to use it to light up a bulb. Using the light the Bongles project images of themselves on a white sheet, so getting their first taste of a 'cinema' experience. They act out monster movies. Eventually, too tired to cycle any more, Bubba slows down the bulb goes out and the Bongos drift off to sleep.





# more BONGLES

## **BABY GA GA:**

A baby Bongle washes up in a basket, and becomes a singing sensation.

## **BATHTUB BOATING:**

Two bath tubs wash up, resulting in the Bongle Boat Race.

## **LAPTOP LUNCH:**

A laptop washes up, and robot Pet Bongle has micro chips for lunch.

## **FLOWER POWER SHOWER:**

Fun and games when a shower washes up. After endless games it is eventually put to good use to water the plants and grow vegetables.

## **UNDERPANTS DANCE:**

Underpants are used for everything but what they were designed for.

## **PHOTOBOOTH FUN:**

The Bongles discover their own image for the first time.

## **LET IT BEE:**

Honey comes from the bees, but they carry a sting in their tail.

## **LAZY-BOY LOVE:**

A lazyboy chair washes up and Big Bubba falls in love.

## **COCKATOO YOU:**

The Bongles try to master Parrot Language.

## **RUMBLE IN THE JUNGLE:**

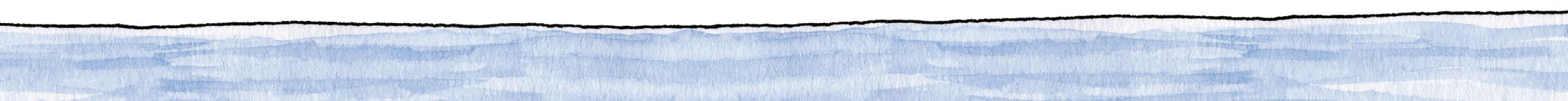
Kangaroos are given specially designed boxing gloves by Brainy, so as to stop them from hurting themselves.

## **MESSAGE IN A BOTTLE:**

A bottle washes up with a strange message

## **CUDDLY TOY JOY:**

A teddy bear washes up and the Twins find a new friend.





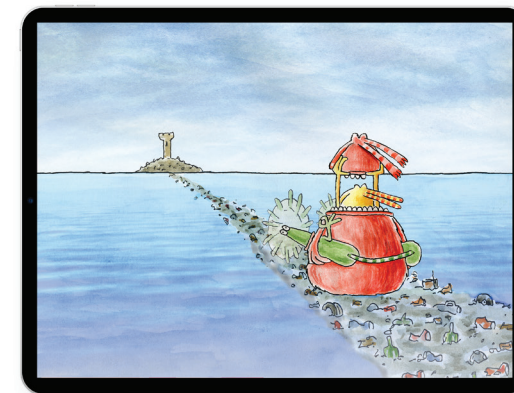
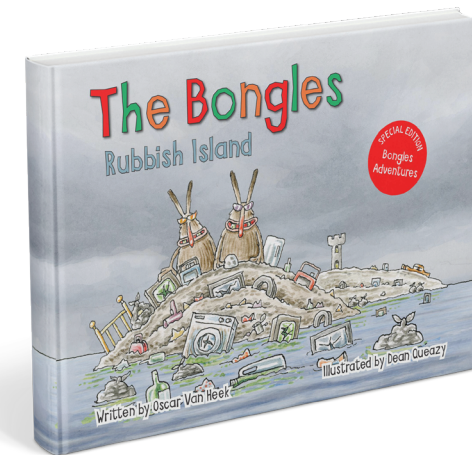
# THE BONGLES ADVENTURES

A series of print and ebooks. The Bongles Adventures will also be made into a longer animation episodes for a TV series.

## 1. RUBBISH ISLAND

The Bongles on their Bongle Island Ship find a whole trail of rubbish washed up on the shore. They then transform themselves into their flying machine and head off to Rubbish Island. Big Bubba finds some rose tinted glasses amongst all the rubbish, he puts them on and immediately falls in love with, the not very beautiful, Rubbish Princess. Big Bubba is introduced to the King of Rubbish Island and is treated like a son until he is found to be so greedy that he eats and drinks everything on the island.

The Rubbish Princess leaves him for her old boyfriend and so Big Bubba tries to win her back by making a big sculpture out of rubbish. The old boyfriend has to make an even bigger sculpture. Soon the island is cleared of rubbish and transformed into a beautiful garden filled with sculptures. Big Bubba takes off his glasses and realises that Rubbish Princess is not as beautiful as he thought. He is saved at the last minute by the Bongles in their flying machine.





## 2. PARTY ISLAND

Loud music drifts across the waves, Big Bubba grabs his giant paddle and without asking for anyone's advice or consent paddles furiously towards Party Island.

Bubba rushes right into the party and immediately introduces himself to everyone. The Party Bongles take to him immediately and offer him coconut cocktails. The Party Bongles however look down their noses at the other Bongles. They are not invited to join the beach party and so wander off looking really rather dejected.

Brainy asks the mayor of Party Island what the occasion is. The mayor tells them that he gave everyone a day off work for Party Island Day but the sun has never set and this day seems to be going on forever.

All the shops are closed and the streets are full of rubbish as everyone has just kept on partying. Brainy suggests they take their ship's sail, fly towards the sun, block the light and put the island in the shade. Pet Bongle tunes his radio to a station that only plays lullabies and he blasts out this calming sweet music across the island. The light slowly fades and darkness descends. The Party Bongles can be heard yawning and saying goodnight to one another. They all slowly trip off to bed.

The Bongle team fly back to their island ship and Bubba climbs straight into his hammock and immediately falls into a deep sleep and snores so loud he almost wakes up the whole of Party Island. The Twins hold his nose and use his tumultuous breaths to propel the sails.





### 3. TELEPHONE ISLAND

The Bongles team arrive on Telephone Island, where everyone just communicates by telephone. There are old fashioned telephone boxes, as well as mobile phones everywhere. Our team soon acquire their very own Bongle phones and in no time at all, rather than communicating with each other in their normal Bongle ways, they now simply text or make calls, leave messages on answer-machines or send Bongle eMojis to each other. Even a trip to the shops involves Bongle eMojis rather than talking to the assistant on the till.

Our Bongles team are having a right old laugh. Brainy and the Twins are especially taken by this new technology. Bubba however, realising he can't eat it, or play football with it throws his phone into the sea. Now he has no friends, the entire island including his fellow Bongles, simply won't talk to him unless it's by Bongle Phone.

At a loss Bubba starts to sulk. All alone Bubba ends up at the giant telephone shaped building and gives it a good old kick. It starts to shudder. Around him the locals are losing reception, texts and calls are no longer getting through.

He gives the building another kick and as it crumbles to the ground, the signals to all the phones are lost. In no time at all everyone throws away their phones in frustration. Soon Bubba has everyone dancing on the beach. Bongles are jumping around and having some real fun, communicating by touch and smiles. Not a phone in sight.





#### 4. YURGON ISLAND

The Bongles sail to what looks like a really busy, built up island. This is Yurgon Island and it sits very low in the water as it is so top heavy with buildings.

The Yurgons are very busy creating luxury goods and shopping. The Bongles cannot help but be taken in by such luxury and soon find themselves running around with handbags and fancy watches like the rest of the islanders.

The whole island starts to shudder. One more luxury car pops out of the factory and the island literally starts to sink. The Bongles run towards the ship, as they run, buildings come crashing down all around them. Water rushes through the buildings and down the streets. Brainy and the team build a giant bridge from luxury goods to a nearby island and allow the islanders to escape just in time before Yurgon Island sinks beneath the waves.

On the new island Brainy instructs the islanders to plant trees and live off the land, and soon the grateful islanders wave our Bongle team goodbye as they set off in their Bongle flying machine back to their Bongle Island Ship.







## 5. MECHANICAL ISLAND

A bunch of rusty old mechanical parts wash up onto the shore. Brainy transforms the parts into a pet Bongle and applies some oil from a special nut tree. The Bongle Island Ship runs aground on the scrapheap of a beach of Mechanical Island. As the Bongles walk around Mechanical Island they see lots of mechanical objects and creatures - discarded and rusting. There is an island nearby which is covered in trees, the Bongles shelter from the rain under the trees and come up with a plan.

They plant some trees on Mechanical Island and set up a mechanical device to extract oil from the nuts of the tree. They use the nut oil to get the rusty, discarded old creatures and objects on Mechanical Island moving again. Very soon the place is alive and happy and moving again and Pet Bongle doesn't want to leave and Bubba doesn't want to leave Pet Bongle. Pet starts to cry and quickly rusts up Bubba uses the oil to unrust him. Pet is so happy he clings to Bubba and at the last minute they jump aboard the Bongle Island Ship and join the rest of the Bongles crew.

## 6. SMOGGY ISLANDS

After a dark brown cloud of smog floats over Bongle Island, the Twins with Brainy and Bubba fly off to Smoggy Island. All the factories producing toys and fun stuff are polluting the air. However no one will listen as everyone is having too much fun playing with their electronic toys, and simply remain indoors avoiding the dense smog surrounding the island.

After our Bongles team get sidetracked by all the wonderful smog producing products and toys, not to mention Bubba falling in love with a speaking doll, our fab four eventually head over to the city Smog Board. Big Bubba uses all his strength to turn down the pollution switch. It's not long before the smog cloud lifts over Smoggy Island and the islanders see the first ray of sunshine and blue sky for years. The Bongles teach the islanders how to play Bongle Ball in the park. The islanders invent new games, involving playing with one another instead of playing on electronic toys. Satisfied, our Bongles team head back to the Bongle Island Ship for a last game of Bongle Ball before tea.







## BONGLES GAMES AND TOYS

Embedded in the apps and interactive ebooks are a series of games, animations and a fabulous soundscape and voice-over.

Available alongside the ebooks and apps, are a series of uniquely designed Bongles soft toys as well as other merchandise including; plastic toys, bags, rucksacks, pencil cases and Bongo phone accessories.

**The Bongos SCO Ltd**

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