

bMovies - pitch deck

SuperTed: The Boys

\$SUPERTED



In the wind-scoured Highlands, decommissioned cosmic bear SuperTed is unwillingly reactivated by exhausted mam Donna and her half-broken boys led by Patch, as the failing Ministry system that once stored him now hunts them all.

Act 1. On a rain-lashed caravan site outside Fort William, Donna works double shifts at the care home while her three boys scavenge the old MoD ranges. Patch, the eldest at nineteen, drags home a locked steel crate he found half-buried after a storm. Inside is SuperTed, a moth-eaten cosmic bear whose spots have faded to dull rust and whose voice box wheezes when they force the key. The boys treat him like a joke until the bear speaks in a low, reluctant Scouse rasp and warns them to put him back. Donna comes home to find the crate in the kitchen and the boys already changed: Rab suddenly stronger, Calum's limp gone. She tells them to get rid of it. The Ministry truck arrives at dawn looking for decommissioned assets. Act 2. SuperTed tries to stay inert but the boys keep turning the cosmic key for small miracles-fixing the generator, winning a fight at the pub. Patch wants more; he wants the bear to make them untouchable so Donna can stop working nights. The Ministry, represented by a weary case officer, explains the reactivation protocol was never switched off; the bear's power source leaks into anyone who uses the key. Rab starts having seizures. Donna confronts Patch in the caravan, her voice raw from years of holding everything together. SuperTed tells them the system was always broken; he was meant to be scrapped because the side-effects were known. Midpoint reversal: Patch uses the bear to stop a Ministry raid, but the power surge hospitalises Calum. The boys turn on each other. Donna finds the case officer's file showing SuperTed was one of dozens stored across Scotland. Act 3. SuperTed agrees to one last activation to draw the Ministry away from the site. In the dark of the ranges, with wind screaming through the heather, the bear confronts the case officer while Donna and the remaining boys destroy the crate and the key. The power that leaks out kills SuperTed's voice for good. Dawn comes on an empty caravan. Donna stands in the doorway holding the last faded spot from the bear's cape. Nothing is fixed; the Ministry will return, but the boys are still hers and the system has lost this one small fight.

CHARACTERS

SuperTed

PROTAGONIST

Donna

DEUTERAGONIST

Patch

ANTAGONIST

Rab

SUPPORTING

LOCATIONS

The Caravan

INT.

Tiny static caravan, plastic sheeting taped over one window, Ministry crate now sitting where the kitchen table used to be, Donna's uniform hanging from the door.

Dim sodium light, condensation on every surface, the constant low roar of wind.

MoD Ranges

EXT.

Miles of heather and rusted fencing, old concrete bunkers half-collapsed, the wind never dropping, distant lights of the Ministry trucks.

Grey-green murk, sudden clearings where the heather has been burned back.

Care Home

INT.

Night shift corridor, Donna pushing a trolley, fluorescent strips flickering, the only warm room the staff kitchen where she eats cold soup.

Yellow light, institutional quiet, the sound of the wind still audible through thin walls.

TOPE & STYLE

PALETTE

sodium-vapor yellows, heather greys, rust reds on faded yellow fur, bone-white steam from breath in the dark, deep teal shadows inside the caravan

REFERENCES

Lighting like Kill List - practical sources only, faces half-lost. Pacing like Sightseers - long static holds then sudden jagged cuts. Composition like A Field in England - symmetrical caravans against open moor, figures small and exposed.

TOPE

Mundane British life that lurches without warning into folk-horror dread; the laugh at a boy lifting a fridge cut straight to the seizure that follows; never stable, never reassuring.

SOUND DESIGN

Wind as constant low frequency that never resolves. Voice box wheeze treated as musical motif. Foley prioritises plastic keys turning, cheap caravan doors, distant Ministry engines. Long silences where characters simply breathe before the next tonal ambush.

\$SUPERTEED

TIER

SCRIPT

\$0.99 PITCH

CHAIN

PICKED BY BACKERS

BSV · USDC · ETH · SOL

OWNERSHIP

A SLICE OF THE FILM

ROYALTY-WEIGHTED · TRADEABLE

Stake \$25 to back the chain you want this film minted on.

- When the timer hits zero, the chain with the most backing is where this film mints.
- Stakes on the chain that doesn't win are refunded within 7 days. No loss to back the wrong one.
- If your chain wins, your stake converts into film tokens - a slice of the project from day one.
- Tier today: SCRIPT (\$0.99 PITCH). Future tiers compound the same backing.