

The Family Business is Selling  
Pastries to... Pirates!

Whaaat?

# Sweetness on the Seas



2D Animation - Fantasy/Comedy - Ages 6-11 - 26 x 22

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# Sweetness on the Seas

A reformed pirate launches a family business selling sweets out of his ship-bakery to anyone with a doubloon to spare, be it pirate, Kingsman, monster, or merman.

## Captain Fane Sway

Former pirate, he's the classic rouge with a heart of gold. While he aims to earn a living honestly, he'd still love to get rich, so he looks for ways to make extra money on the side, and is obsessed with treasure maps.



## Maggie Sway

Fane's wife, and mother to Joelle. She does all the baking on the ship, and loves feeding people, but often doesn't know when to stop! Kind and patient, she's usually sensible, but if her family's in danger, you'd better get out of her way!



## Rasp

Unofficially adopted son of the Sway family, he's a mechanical genius, always thinking of ways to make the ship go faster and run smoother. He's always trying to be helpful, but is pretty much useless in the kitchen.



## Joelle Sway

Joelle is a tiny force to be reckoned with. She takes after her father, craving adventure and always chasing after something interesting to do. She makes friends easily, and likes sharing sweets with even the oddest of creatures.



## Episodes:

### 1. Rival Business

On a slow business day at an island port, Fane's friend sells him a treasure map with a spot marked right on the island! Joelle follows her father, and when Maggie realizes she's gone, hurries off leaving Rasp in charge of the business. While Fane, Maggie, and Joelle come together in the jungle, Rasp is suddenly in over his head with an unusual and very picky customer! Finally at their destination, Fane can't believe his eyes! His rivals have been luring customers in with fake treasure maps, just like Fane's, all day. Defeated, the family returns to the ship just in time to see an enormous Sea Monster burst out of the water! The monster bends over and deposits into Rasp's outstretched hand, a tiny, glowing gem, worth ten times more than an average day of sales.

### 2. The Last Cookie

Low on ingredients, slow on sales, and low on funds, Fane spends the family's last money on a treasure map that he's sure is legit. Out to sea, the wind suddenly stops and the ship is adrift. Joelle keeps herself busy by feeding sea creatures, but when Fane sees her throw the last cookie overboard, he sends her to her room for being wasteful. Before Fane can apologize to Joelle for being cross with her, the ship suddenly starts moving. To his surprise, a crumb-faced Mermaid Maiden is leading a motley group of crumb-faced fish and whales to move the ship towards the island on his map!

### 3. A Party with Pirates

It's Joelle's birthday and she wants a party, but the family is out to sea and has only planned a small celebration. Out of nowhere a pirate ship is upon them, and the terrible Captain Moregone's crew boards the ship. When they find no treasure Moregone captures Joelle for ransom. Clearly, pirates don't always think things through. How will the Sway's pay with no money? Onboard Moregone's ship, Joelle charms even the gruffest looking pirate. When Fane, Maggie, and Rasp, storm the ship, armed and ready to fight, they find the pirates all on deck sitting in a polite circle having a tea party with Joelle! Fane's beloved daughter looks up and says, "Hurray, now we can all have cake!"

