



MATEU da MULA MANCA

ANIMATED SERIES: 10 X 25 MIN
CREATED BY RAFAEL VALENÇA AND
BERNARDO VALENÇA

The background is a dark, textured blue night sky. In the upper left, a large, glowing crescent moon is surrounded by several bright, multi-pointed stars. Scattered across the sky are numerous smaller, glowing yellow stars of various sizes. In the bottom left and right corners, there are stylized, dark green cacti. The title text is centered in a large, bold, yellow font.

Season One

The Rescue of Mula Manca

Mateu, a young fiddler, embarks on an epic journey to rescue his best friend, **The Mula Manca**. Alongside a growing band of allies, he must stop the tyrannical Colonel Fragoso from obtaining an ancient power.

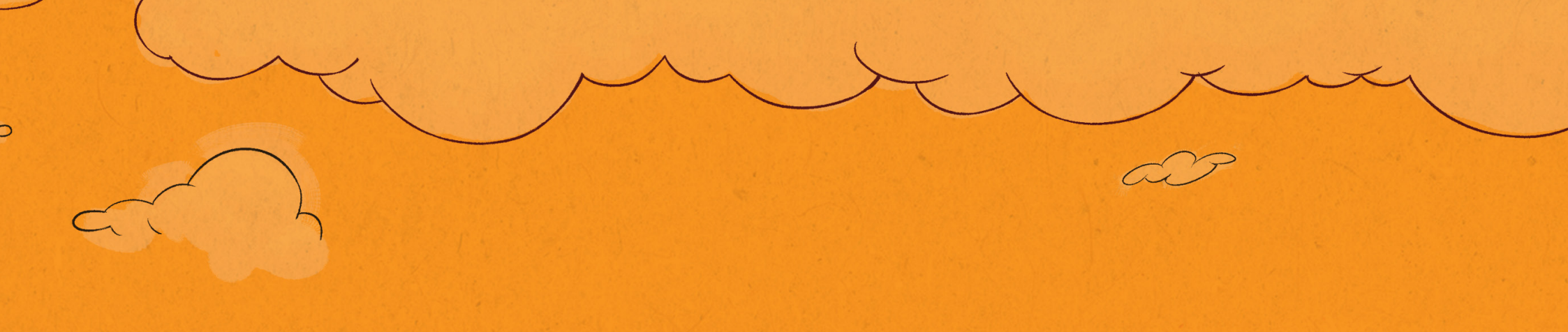
TITLE: Mateu da Mula Manca

FORMAT: Animated Series • 10 x 25 min

GENRE: Adventure, Comedy, Action & Fantasy

TARGET AUDIENCE: Teens & Young Adults (12+)

TONE: Epic, Humorous and Heartfelt



What role can art play in the fight against oppression?

Mateu da Mula Manca was born from a desire to create a story driven by cultural traditions, reimagining elements of Brazilian folklore through a contemporary fantasy adventure. In the mystical lands of Piranambuco, elements from maracatu, cangaço, carnival and other expressions of Brazilian popular culture are reinterpreted through an epic tale of music, magic and resistance. A young fiddler must rise against an authoritarian regime to rescue his best friend, Mula Manca, bearer of an ancestral power.

The series features an original soundtrack composed by the characters themselves, while also incorporating licensed songs from the catalogue of Alceu Valença, one of Brazil's most celebrated musicians, whose repertoire deeply reflects the spirit of the series.

Adventure, mythology and cultural resistance lie at the heart of Mateu's journey. As he sets out to rescue Mula Manca, he gradually discovers his own strength and gathers allies who come to share his cause.

The series

The first season follows Mateu's transformation from a wandering young fiddler into the next Wind Caboclo.

In the Province of Piranambuco, the people suffer under the oppression of Colonel Fragoso. Mateu may be the only one capable of bringing down the Colonel's regime.

A nomadic musician and performer, Mateu inspires people wherever he goes. Together with his best friend, Mula Manca, the star dancer of their traveling show, he performs in clandestine spectacles that openly mock the dictatorship.

Everything changes when Mateu's concert is interrupted by Fragoso's army. His crime? Singing a song that dared to ridicule the Colonel.

During the chaos, Mula Manca is accidentally captured and taken to Fragoso's stronghold. Determined to rescue her, Mateu embarks on a journey that will lead him across the many regions of Piranambuco. Along the way, he will make friends, solve conflicts, help oppressed communities and learn what it truly means to become a leader.

Mateu and his companions will face an army of faceless soldiers, mythical creatures and powerful enemies before they can free the people of Piranambuco from Fragoso's rule. Hidden within the flower growing from Mula Manca's forehead lies the ancestral power of the legendary Wind Caboclo. Unbeknownst to him, Mateu is destined to inherit this legacy and become its next bearer.

The final confrontation will mark not only the defeat of tyranny, but the beginning of a new era.

CHARACTERS





MATEU

A talented fiddler, impulsive, creative and confident. Mateu is driven by a strong sense of justice and an irrepressible joy for life.

Stubborn, reckless and often inattentive, he trusts his instincts and talent a little too much. He acts before thinking and frequently puts himself and others at risk.

Mateu inherited the enchanted fiddle of Caboclo Bastião, the legendary Wind Caboclo, as a gift from his mentor, Véia do Bambu. The instrument can also transform into a powerful spear with a will of its own.

Alongside his best friend, Mula Manca, he performs clandestine shows in defiance of Fragoso's regime. Music is his weapon of resistance. A born performer, Mateu dreams of traveling the world with Mula Manca, free to play his songs without censorship.

His journey begins with the search for his missing friend. Along the way, he discovers that he carries a legendary destiny. Unbeknownst to him, he has been chosen to become the next Wind Caboclo.



MULA MANCA

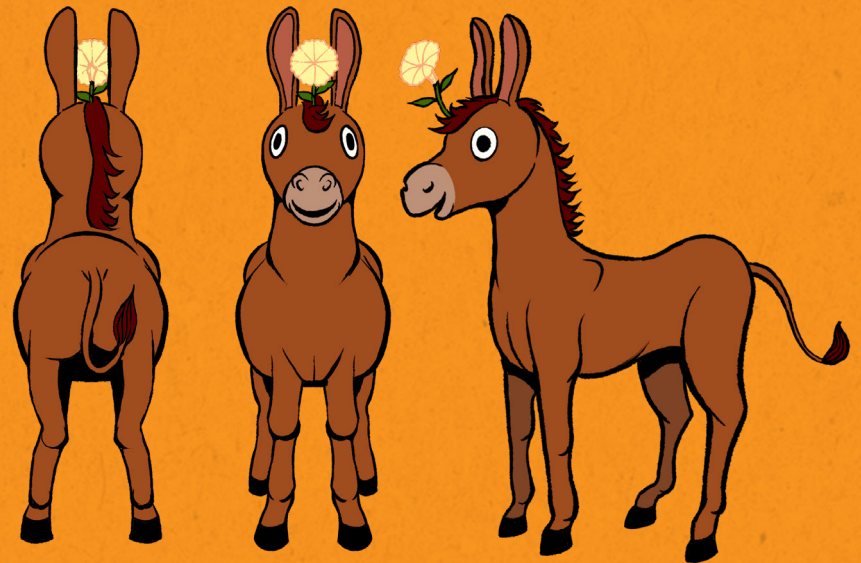
A mule dancer with hooves full of rhythm, Mula Manca can tap dance like no one else.

Affectionate, stubborn and addicted to cajá fruit, she is the heart of the troupe.

When she was still a foal, the Caboclo Blossom took root in her forehead, spreading throughout her body and binding itself to her very being. This blossom contains the power of the legendary Caboclo Bastião.

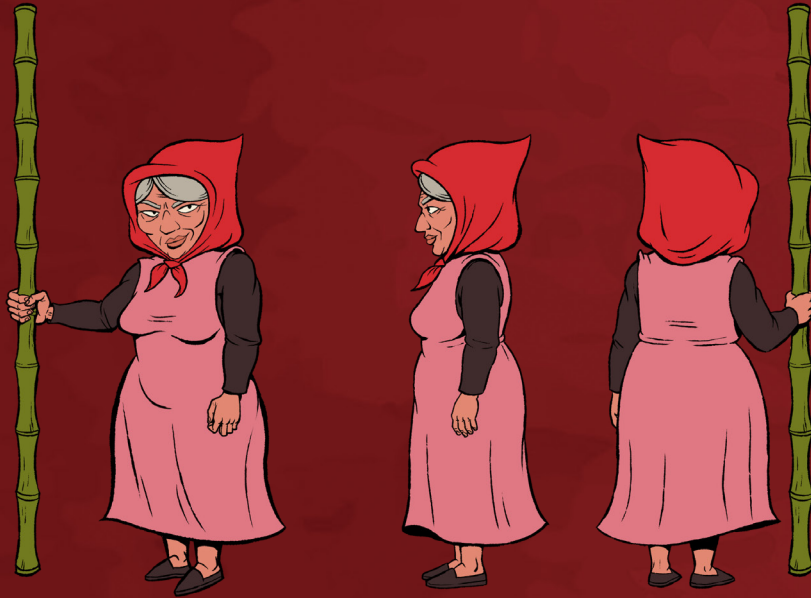
The flower cannot be removed without fatal consequences. Only a long-forgotten secret can separate Mula Manca from the blossom and allow them both to survive.

Despite carrying a devastating power, Mula Manca remains gentle, playful and free-spirited. Her bond with Mateu forms the emotional core of the series. Together, they were raised and trained by Véia do Bambu.





VÉIA DO BAMBU



No one knows how old Véia do Bambu truly is. What is known is that she is a legendary warrior with an uncanny ability to recognize the next Wind Caboclo.

Keeper of ancient knowledge, she once trained both Caboclo Bastião and his predecessor. Agile, powerful and unpredictable, she remains a formidable force despite her age. She found Mateu as a baby, carried in a basket by Mula Manca. Since then, she has raised and trained them for every challenge life could throw at them, teaching them music, folklore, dance and combat.

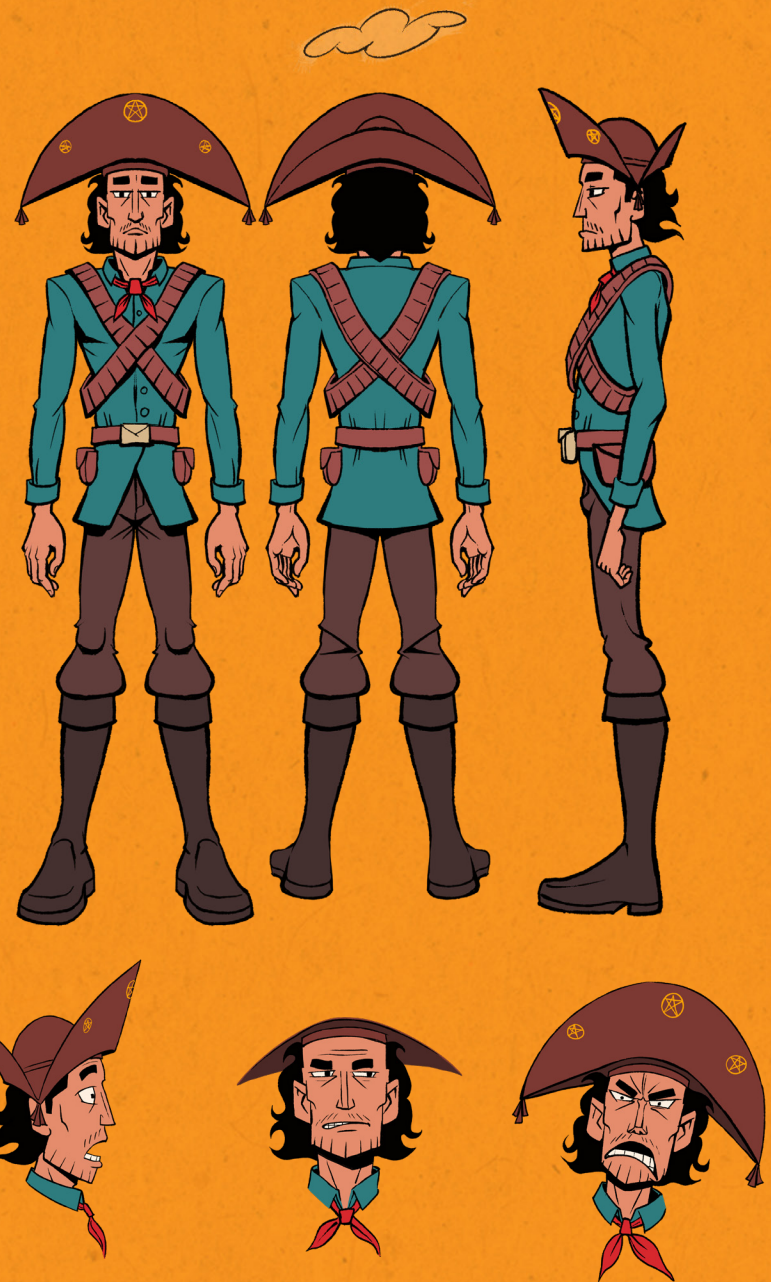
Though she deeply cares for Mateu, Véia is demanding and strict. She often wishes he possessed the same discipline as his predecessor, Bastião.



JANUÁRIO VITALINO

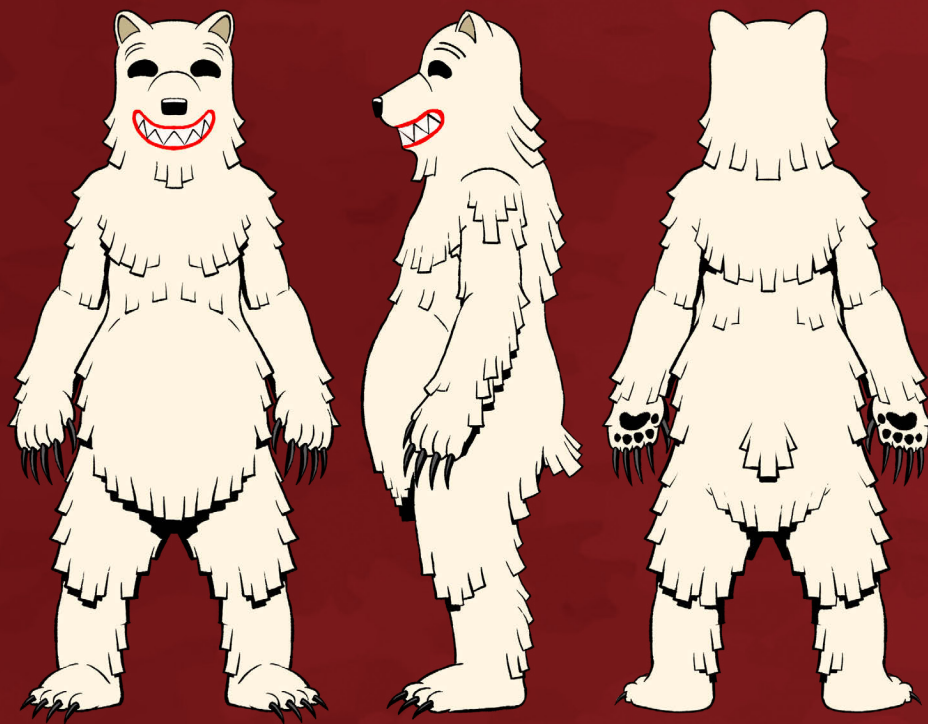
A former cangaceiro and now a master clay artisan, Januário is a man shaped by loss. Suspicious, pragmatic and dry-witted, he serves as Mateu's mentor and constant voice of caution.

His magical ability to bring clay figures to life makes him a powerful ally. These animated clay dolls can scout, fight, perform music and even act as extensions of his own personality. Driven by a desire for revenge, Januário seeks justice against Colonel Fragoso, who destroyed the band of Lamparina, of which he was once a member. Behind his toughness lies a man who has already lost everything and refuses to watch it happen again. In Mateu, he sees a chance for a new beginning.





LA URSA



Imposing on the outside and deeply sensitive on the inside, La Ursa possesses extraordinary strength and a fragile, wounded heart.

Rescued from a circus where she was mistreated, she finds in Mateu's group something she never had before: a family. She communicates through growls and roars that only Mateu seems capable of understanding. Talented in handicrafts and blessed with an excellent sense of rhythm, she is surprisingly timid despite her enormous size.



YMIRA

The most skilled warrior of the Cariguari people, Ymira protects the Taiacu Forest from those who threaten its wildlife and sacred lands.

She dreams of a prosperous future for her people and does not yet know that the Pajé has chosen her as his successor. The music played through her fife has the power to make magical seeds sprout and plants grow instantly. In battle, she uses the instrument as both a flute and a blowgun, firing enchanted seeds with a variety of effects.

Cautious, intelligent and strategic, Ymira is the opposite of Mateu in many ways. Where he improvises, she plans. Where he rushes forward, she calculates. Often, she serves as his mirror.





COLONEL FRAGOSO



A theatrical and authoritarian dictator, Colonel Fragoso rules through fear, censorship and absolute control.

In his lands, speaking ill of the Colonel is forbidden. Any cultural expression that criticizes the regime must be silenced immediately.

Narcissistic and cruel, he treats those around him with contempt. The only thing capable of improving his mood is a sack of bitter cajá fruit.

Obsessed with the Caboclo Blossom, Fragoso seeks to use its power to awaken the legendary fire serpent, Boitatá. With such power at his command, he hopes to expand his territory and perhaps one day seize the entire Empire.

His presence combines humor, cruelty and grandeur. A villain as charismatic as he is dangerous.



CAPTAIN BALBINO

Colonel Fragoso's right-hand man, Balbino is vain, intense and deeply insecure about his baldness. He never removes his hat.

Gifted with immense strength and cursed with terrible judgment, Balbino is a man of contradictions. He is capable of both extreme brutality and surprising emotional vulnerability. He patrols Piranambuco atop a flying Chimera created by Doctor Dora, for whom he is hopelessly in love.

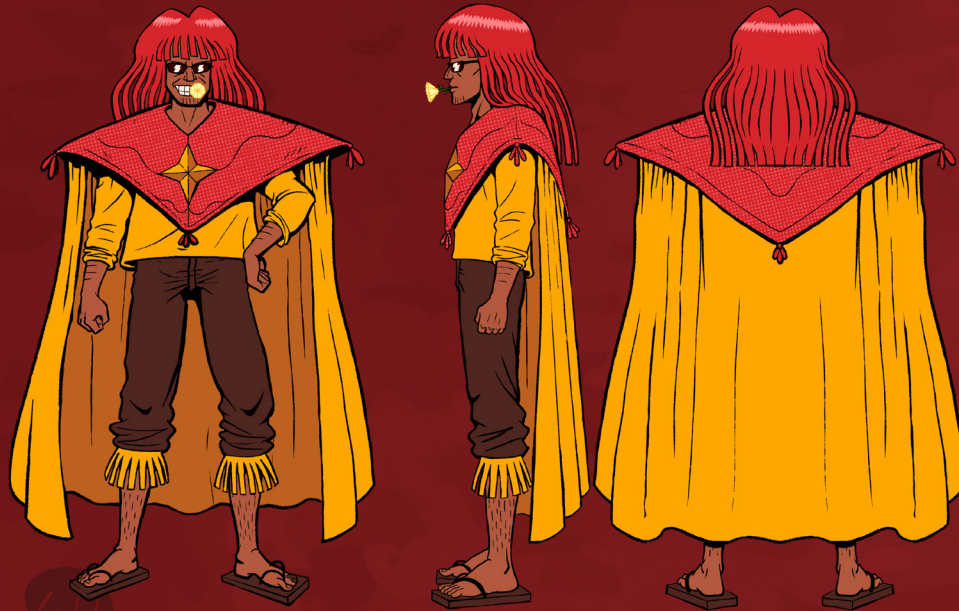




CABOCLO BASTIÃO



Caboclo Bastião was a living symbol of everything Fragoso seeks to erase: culture, music and resistance.



The greatest fiddler who ever lived, Bastião was the last incarnation of the Wind Caboclo. Wielding the power of the Caboclo Blossom, he commanded the weather, shaped the clouds and protected the people of Piranambuco from corrupt rulers and mythical threats alike.

Though long gone, his spirit continues to influence the world. Bastião met his end in a legendary battle against the fearsome Boitatá. To defeat the creature, he sacrificed himself and sealed its power within the Caboclo Blossom. He became a martyr, and the source of his power now lies dormant within the blossom growing from Mula Manca's forehead.



MYTHOLOGY





THE WIND CABOCLOS

Since the dawn of time, a Wind Caboclo has been chosen by the Caboclo Blossom to protect the land, its wildlife and its people. Gifted with command over the wind and weather, Wind Caboclos can shape air currents, summon storms and mold the clouds into living warriors known as the Cloud Caboclos. These celestial guardians fight alongside their chosen protector and wield musical instruments as weapons.

Music is the source of a Wind Caboclo's strength. The more intense and collective the music, the greater their power becomes. Their signature weapon, a spear, can transform into an enchanted fiddle, channeling musical energy into physical force.



BOITATÁ

A legendary fire serpent once defeated by Caboclo Bastião. Its essence was sealed within the Caboclo Blossom, where it has remained dormant ever since.

Boitatá is a spiritual entity that feeds upon negative emotions, transforming fear, hatred and anger into overwhelming power. Its strength surpasses that of a Wind Caboclo. Legend says that anyone who looks directly into Boitatá's eyes loses their sanity.

Wild and uncontrollable, the creature is feared throughout Piranambuco. Yet Colonel Fragoço sees in it the ultimate weapon. By awakening Boitatá, he hopes to conquer the Canaril Empire for himself.

Among the Cariguari people, the appearance of Boitatá is believed to herald the end of one age and the beginning of another.



AMBRÓSIO'S MASKS

Master Ambrósio is a renowned mask maker. His creations were once used in Cavalo Marinho performances, allowing performers to fully embody the characters they portrayed. While attending one of Ambrósio's shows, Fragozo became fascinated by a performer wearing a Soldier mask. In that moment, he recognized the potential to create an army incapable of disobedience.

Fragoso kidnapped Master Ambrósio and later his son, forcing him to produce masks for the regime. To protect the child, Ambrósio has no choice but to continue crafting them. The masks erase individuality and imprison the wearer's soul, linking them to a collective consciousness that obeys the regime without question.

Only Master Ambrósio knows how to remove the masks and restore those trapped beneath them.

WORLD

The Canaril Empire is a fictional realm inspired by a timeless vision of Brazil. It is divided into territories known as Captaincies.

The first season takes place in Piranambuco, a culturally vibrant region inspired by the Brazilian state of **Pernambuco**.

CAPITANIA DE

PIRANAMBUCO



IMPERIO

CANARIL

MARIM DOS CAETES

ARCO VEIO

TRIBO DOS CARIGUARIS

SANTUÁRIO DO CABOCLÓ

MATA DO TAIAGU

ARRECIFE

CABROCO

ENGENHO FRAGOSO

SERRA DA BORBOLETA

BREJO DA SUCUPIRA

PEDRA DO URUBU



SERTÃO



AGRESTE



SERRA DA BORBOLETA



ZONA DA MATA



LITORAL





FOREST REGION

CABROCÓ

The hometown of Caboclo Bastião, **Cabrocó** is a typical countryside town dominated by a towering statue honoring its legendary hero.

Surrounded by sugarcane fields and famous for producing the finest cajá fruit in the region, the town is home to a bustling market where the former cangaceiro Januário Vitalino sells his clay dolls.

Cultural Reference: Cavalo Marinho

BREJO DA SUCUPIRA

A small village where the eccentric inventor Mané Motor lives with his flying stool, a magical vehicle capable of crossing vast distances.

The town is preparing to welcome the Circus of Beasts, a government-sponsored spectacle financed by Frágoso's regime.

Cultural Reference:

Coco de Roda and Coco de Embola

CARIGUARÍ VILLAGE

Hidden within the Taiacu Forest, the largest woodland in Piranambuco, the Cariguari Village stands at the heart of a territory threatened by mining, deforestation and wildfires.

Its warriors are highly skilled, yet struggle to halt the regime's relentless advance into their sacred lands.

Cultural Reference:

Caboclinho and Pífano Bands

COSTAL REGION

ARRECIFE

The capital of Piranambuco, Arrecife was flooded centuries ago and later rebuilt atop colossal bridges spanning the Caramaíbe River.

Social inequality is impossible to ignore. Colonial mansions stand proudly above the bridges, while entire communities survive in stilt houses suspended beneath them.

Every year, the city hosts Colonel Fragoso's grand Military Parade.

Cultural Reference: Maracatu and Mangubeat

MARIM DOS CAETÉS

An independent island nation and former colony of the Canaril Empire.

Ruled by Calunga, the Man of the Hour, Marim won its independence twenty years ago with the help of Caboclo Bastião. Since then, Carnival has never ended. Celebration fills every street, every day of the year.

Cultural Reference: Frevo, Maracatu and Ciranda





SERTÃO

ARCO VELHO

Januário's birthplace, Arco Velho is a land of poetry, music and oral tradition, renowned for its singers, storytellers and improvisational performers. Under Frágoso's rule, the city's youth have been abducted and lobotomized to serve in his army.

Cultural Reference: Forró, Xote, Xaxado and Baião

THE CABOCLO SANCTUARY

A mystical oasis hidden deep within the sertão. Filled with towering rock formations, ancient cave paintings and sacred mysteries, the Sanctuary serves as a ceremonial site for the Tuparurus, the Indigenous people of the region.

Cultural Reference: Toré

ENGENHO FRAGOSO

Located atop Urubu Rock, the hottest and most inaccessible region of Piranambuco's sertão, Frágoso Plantation is a seemingly impregnable fortress. Surrounded by cliffs, thorn forests and treacherous terrain.

Cultural Reference: Military Marches

EPISODES



1. THE SEED OF THE WIND

During a forbidden performance of rabeca music and dance, starring Mateu and Mula Manca, Fragoso's army arrives to shut the show down. In the chaos, Mula Manca is accidentally taken away by the Colonel's forces. Mateu and the former cangaceiro Januário set out on a journey to rescue her.

2. THE TERRIBLE LA URSA

As Mateu and Januário follow Mula Manca's trail, Fragoso attempts to extract the power of the Caboclo Blossom, despite the risk of killing her. Inside a circus controlled by the regime, the pair rescue La Ursa and prepare to infiltrate Fragoso's grand parade in Arrecife.

3. COLONEL FRAGOSO'S PARADE

During Fragoso's spectacular military parade, Mateu infiltrates the army in an attempt to rescue Mula Manca. There, he discovers the terrifying masks capable of erasing a person's identity. The mission ends in chaos and destruction, marking the beginning of an open war against Fragoso.

4. THE GIANTS OF MARIM

After a massive explosion, the group is thrown onto an island where the joy of Carnival contrasts with the looming threat of invasion. While struggling with the possibility of losing Mula Manca forever, Mateu becomes the target of a regime that now knows his identity. As Fragoso's forces draw closer, paradise turns into a battlefield, forcing the heroes to flee with the help of Véia do Bambu.

5. THE CARIGUARÍ WARRIORS

The Cariguari Village is threatened by mining operations, deforestation and environmental destruction. Deep within the Taiacu Forest, the young warrior Ymira introduces Mateu to her people and leads him to Boitatá's lair, which is being excavated by Fragoso's army. She warns him that anyone who gazes into Boitatá's eyes loses their sanity, just like Colonel Fragoso himself. When the Pajé is kidnapped during a battle to defend the forest, Ymira joins Mateu's quest to rescue both the Pajé and Mula Manca.

6. CAPTAIN BALBINO'S PLAN

The Pajé is forced to help remove the Caboclo Blossom from Mula Manca's forehead. While Fragozo gathers his officers, Captain Balbino presents a detailed analysis of Mateu's group and devises a plan to defeat them. On their way to Fragozo Plantation, the heroes help rebuild villages devastated by the regime. Pursued by Fragozo's forces, they escape aboard a giant macaw known as the Pau-de-Arara. Balbino's strategy succeeds in separating Mateu from the others, forcing him into a confrontation with Major Bestafera. During the battle, Mateu awakens a hidden power, defeats the Major and collapses unconscious.

7. THE CABOCLO SANCTUARY

Separated from his companions and unconscious, Mateu is taken by mysterious beings to an ancestral ritual that connects him directly to the spirit of Caboclo Bastião. Meanwhile, the rest of the group reaches Fragozo's territory and begins planning an invasion. Mula Manca grows weaker in captivity, while the Pajé and Doctor Dora remain imprisoned. After a vision of Caboclo Bastião, Mateu discovers that he is destined to become the next Wind Caboclo. At the same time, Fragozo learns that the power of Boitatá lies dormant within the Caboclo Blossom.

8. INVASION OF FRAGOSO PLANTATION

The group splits up as they infiltrate Fragozo Plantation, triggering a chaotic battle against the regime's forces. Ymira and Januário break into the prison, but Ymira falls under the control of one of the masks. Januário discovers that Ambrósio's son is being held captive, forcing the mask maker to continue supplying the regime. Véia do Bambu and La Ursa must face Captain Balbino and his Chimera, while Mateu enters the battlefield.

9. THE RESCUE OF MULA MANCA

With the rescue of Ambrósio's son, the masks lose their power and the army awakens from its collective trance. Mateu finally rescues Mula Manca, but too late to prevent the emergence of something far more dangerous. Colonel Fragozo has awakened the terrible Boitatá. As the battle escalates, unexpected alliances begin to form.

10. THE WIND CABOCLO

Mateu and his companions face the unstoppable Boitatá. Every attempt to defeat the creature fails. Mateu is their only hope. In order to save both Mula Manca and Piranambuco, Mateu separates the Caboclo Blossom from her forehead and becomes the new Wind Caboclo. Yet brute strength alone will not be enough. To defeat Boitatá, he must uncover the true nature of the creature and the power it represents.



FUTURE SEASONS

Mateu da Mula Manca is designed as a long-running series, drawing its longevity from the richness and diversity of Brazilian culture.

Mateu dreams of traveling the world alongside Mula Manca, performing freely in a world without oppression. His journey is driven by a desire to preserve cultural identity, celebrate artistic expression and inspire social justice.

As he embraces his destiny as the Wind Caboclo, his mission expands far beyond Piranambuco. No longer fighting a single Colonel, Mateu must confront increasingly powerful forces throughout the Canaril Empire itself.

Each new season explores a different region of the Empire, introducing new cultures, traditions, musical styles, myths and conflicts. While every territory presents unique challenges, the

series remains anchored by its central themes of friendship, cultural resistance and the transformative power of art.

The world of Mateu da Mula Manca also offers opportunities for spin-offs and expanded stories, exploring both the legendary past of Caboclo Bastião and the future generations of Wind Caboclos who may one day follow in Mateu's footsteps.

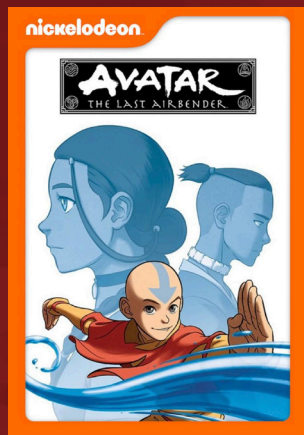
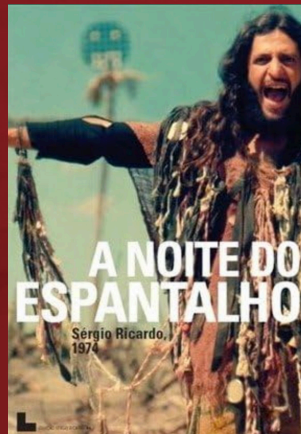
It's a visual language capable of moving seamlessly between the everyday and the fantastic, reinforcing the story's mythic dimension while remaining deeply rooted in its cultural origins.

VISUAL IDENTITY

Mateu da Mula Manca combines elements of Brazilian popular culture with a contemporary visual approach, balancing fantasy, humor and adventure.

Its art direction emphasizes expressive characters, memorable environments and a constant sense of discovery, creating a world rich in symbolism and personality. Inspired by the visual dynamism of modern action animation, the series employs bold camera angles, cinematic compositions and fluid action choreography to heighten both emotion and spectacle.

REFERENCES



CULTURAL REFERENCES





**MATEU da
MULA MANCA**

Rafael Valença

Creator, Director & Head Writer

Bernardo Valença

Head Writer

Yanê Montenegro

Producer

Luisa Acetti

Executive Producer

Carol Vergolino

Executive Producer

Meton de Alencar

Character Designer & Animation Director

Gabriel Infante

Visual Development Artist

Cibele Nogueira

Pitch Bible Designer

Chris Parentoni

Production Coordinator