



Storyboard

Sept. 2026

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A FRIEND FROM THE STARS

Animated Preschool & Family Adventure Series

Genre: Adventure, Comedy, Discovery & Emotional Learning

Target Audience: Children ages 4–10

Format: Approx. 10 minutes per episode (TBD)

Working Title: A Friend from the Stars. For the little ones' questions.

Note: The episodes are either fully animated or begin with a live-action segment featuring Blusho in a detailed costume.



Blusho

A friend from the stars. For the little ones' questions.

Blusho is a curious visitor from a distant galaxy. Together with his new friends, he explores Earth—and travels along mysterious star paths to different places, other times, and sometimes even possible futures.

Along the way, he learns that the greatest adventures often begin with a simple question. **Every question can open a new world.**



Logline & Series Premise

Logline

When the curious alien explorer Blusho lands on Earth, he discovers—together with a group of children—that behind every little question lies a great adventure—and that his mysterious light stick can open paths to distant places, past times, and possible futures.

Series Premise

Blusho comes from a planet millions of light-years away from Earth. On his home planet, he's considered a brave explorer: tall, strong, smart, and seemingly prepared for anything.



A FRIEND FROM THE STARS

BLUSHO

LOGLINE & SERIES PREMISE

SERIES CONCEPT

CHARACTER PROFILES

EMOTIONAL CORE

WORLD & STORY ENGINE

EIGHT SPRINGBOARDS

THREE SAMPLE SCENES

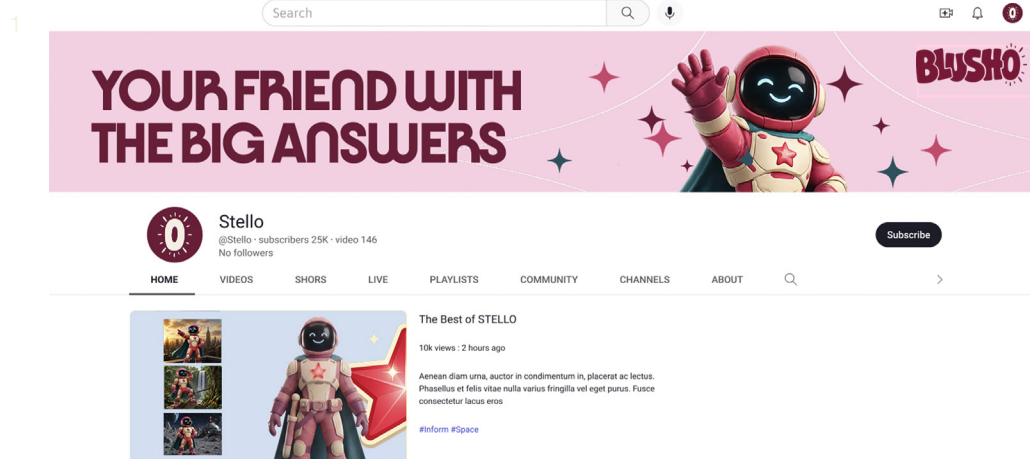
LONG-TERM SERIES UNIVERSE

LONG-TERM FEASIBILITY

But then, by chance, he discovers Earth on his long journey. This small blue planet fascinates him from the very first moment. Here, plants grow from tiny seeds, people laugh and cry—sometimes at the same time—animals find their way home across thousands of kilometers—and children ask questions that even Blusho has never thought about.

After landing, Blusho remains undetected at first. He observes humans from a safe distance, hides from adults, and tries—rather clumsily—to understand the rules of everyday life on Earth. After a few days, he encounters a small group of children. Instead of being afraid of him, they're all quite curious. Despite his size and space-suit (which he needs to breathe), he seems very human and kind.

A special friendship develops between Blusho and the children. Together, they explore the questions that arise from the children's everyday lives:



Why do the stars disappear during the day?
How does a bird know where to fly?
Why are people afraid?
How did children live in the past?
What might our world look like in the future?

Blusho's light wand can open what are called "star paths." They lead the friends to almost any place—deep into the ocean, inside the human body, to other planets, and even to times past or possible futures, such as Mars. But the light wand never simply provides the answer. It only opens the way.



Series Concept

Blusho is a star on his homeworld. He is known for his courage, his strength, and his knowledge of the universe. As he sets out on a grand expedition, he expects to encounter unknown planets, alien life forms, and cosmic wonders.



Then, by chance, he discovers Earth.

From a distance, it initially looks like a small, glowing blue sphere. As Blusho gets closer, he realizes just how extraordinary this planet is: water surges into giant waves, forests change colors, and millions of different living creatures share a single world.



After landing, Blusho initially tries to remain undetected. Although he moves boldly and confidently through space, life on Earth is completely foreign to him. He thinks an automatic door is a particularly polite creature. A robot vacuum cleaner seems to him like a dangerous predator. And rain, birthday candles, or soap bubbles regularly throw even his vast knowledge into disarray.

Eventually, Blusho is discovered by Milan and his friends Luca and Ella. The three children quickly realize that while the tall astronaut knows an astonishing amount about the universe, he needs their help with many things on Earth.

Milan is brave, spontaneous, and loves to dive right into any adventure. Luca observes closely, thinks ahead, and often finds a solution when the others are at a loss. Ella has a special intuition for other living beings and often senses what someone is feeling or truly needs.

Together, the four of them form a tight-knit team.

The children keep Blusho's secret. From then on, they meet regularly at an abandoned observatory that Blusho has made his base on Earth. This is where each of their adventures begins—triggered by a question, an unusual discovery, or a problem they're determined to solve:

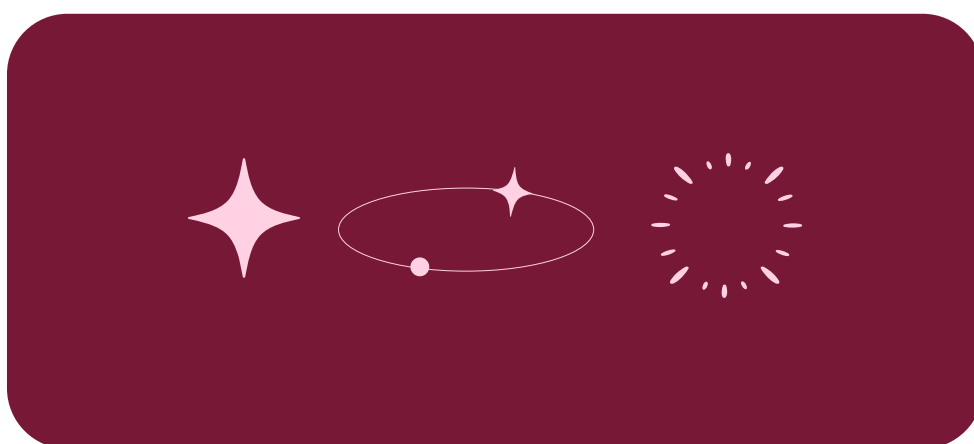
A puddle disappears overnight. An animal suddenly starts acting strangely. A star is missing from the sky. A friend feels left out. A strange noise comes from the forest. Or a mysterious object appears that none of them can explain.



An observation leads to a question. The question leads to a mission. And the mission becomes an adventure.

When small questions arise, the star on Blusho's chest begins to glow. It shows the team that there's something to discover in their immediate surroundings. The friends must search for clues, piece together hints, overcome obstacles, and find a solution together.

When faced with particularly big or mysterious questions, Blusho's light staff comes to life. As soon as all four of them truly want to know what lies behind the question, a glowing path of stars opens up. It can lead them to almost any place: deep into the sea, into a hidden forest, to a distant planet, or to the other side of the world. However, the star trail never simply gives them the answer. It merely takes them to where their adventure begins.



For example, if the friends want to find out where the stars disappear to in the morning, they don't just gaze at the sky from afar. They board Blusho's spaceship and follow a particularly bright star as it orbits the Earth. Along the way, they get caught in a meteor shower, lose their original flight path, and encounter a small shooting star desperately trying to find its way back to its star cluster. It's only by helping her that they discover for themselves why the stars are no longer visible during the day.

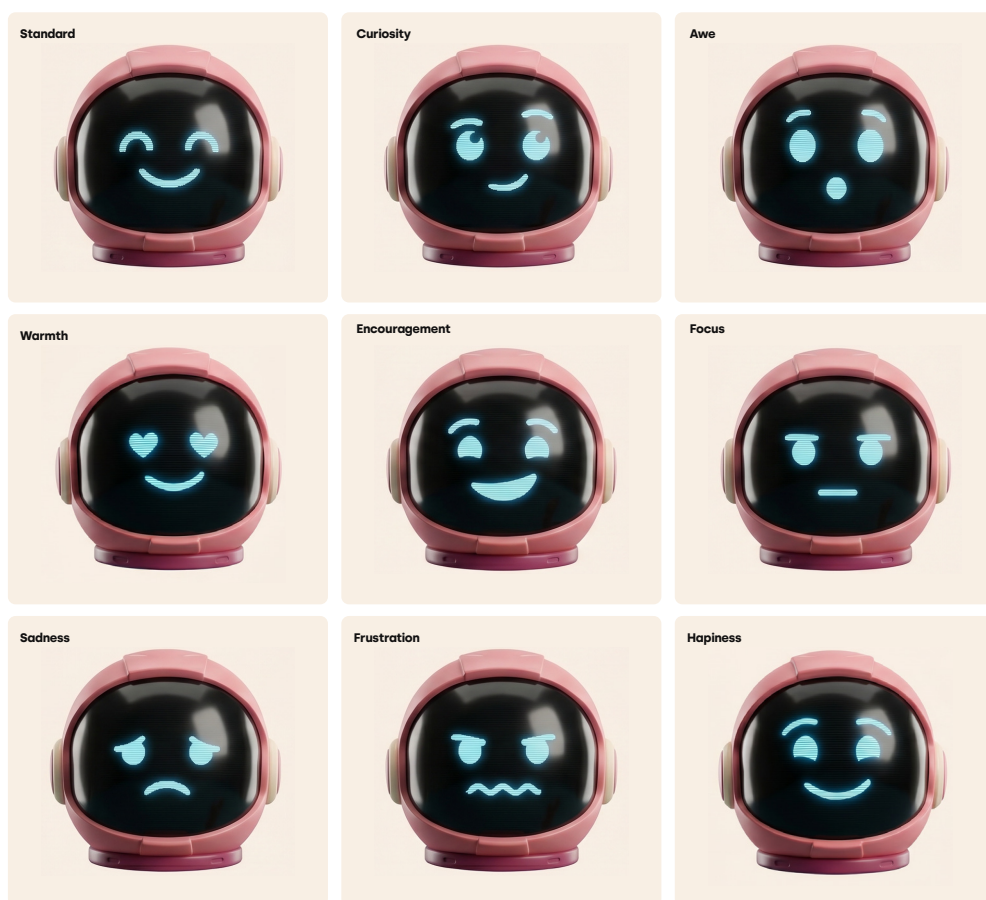
Journeys into the past are also possible. However, these are never simply an opportunity for Blusho to tell the children how people used to live. The friends become part of an adventure of their own.

On a journey to the dinosaurs, they must, for example, return a lost dinosaur hatchling to its herd before a massive storm rolls in. Along the way, they discover various tracks, learn about the animals' behavior, and must use their knowledge to find a safe path through an unfamiliar landscape.

In a medieval town, they could help a young inventor finish a simple machine in time for a big festival. To do so, they must find materials, try out different ideas, and work together to overcome setbacks. How people lived back then isn't explained—it's experienced firsthand through the adventure.

Blusho and the children must not fundamentally alter the past. They can help people or animals during a minor incident, but they cannot rewrite historical events. In the end, the Star Path closes again and brings the team safely back to the present.

Journeys into possible futures can also turn into adventures. This future is never set in stone. It merely shows one of many possibilities. For example, if the team ends up in a future city where clean water has suddenly stopped flowing, they must work together with the children living there to figure out what caused the problem and how the water supply can be restored.



Blushos Expressions

This way, a journey into the future becomes not a prediction, but an invitation: How do we want to live in the future? What could we do better? And what idea can we start putting into practice today?

Blusho isn't a teacher who provides ready-made answers. He's an explorer, a mentor, a great friend, and a protector. Sometimes he knows more than the children do. Sometimes Milan, Luca, and Ella know more about Earth than he does. Often, they find the solution only because each of them sees something different and contributes their own unique skill.



A FRIEND FROM THE STARS

BLUSHO

LOGLINE & SERIES PREMISE

SERIES CONCEPT

CHARACTER PROFILES

EMOTIONAL CORE

WORLD & STORY ENGINE

EIGHT SPRINGBOARDS

THREE SAMPLE SCENES

LONG-TERM SERIES UNIVERSE

LONG-TERM FEASIBILITY

Each episode tells a completely self-contained story.

It all begins with a new question or problem. This gives rise to a mission with a clear goal. Along the way, the team encounters obstacles, meets surprising characters, and must develop their own solutions. In the end, the friends overcome the adventure, find an answer, and return together to the observatory.

No prior knowledge is required for the next episode. Children can watch and understand each adventure independently of the others. The familiar cast of characters, the observatory, Blusho's chest star, the light staff, and the Star Path provide the series with a stable and recognizable framework.

The main characters also remain consistent in their fundamental traits: Milan remains the brave and sometimes slightly overconfident leader, Luca the smart and cautious thinker, Ella the empathetic observer, and Blusho the strong, inquisitive friend from the stars.

Within an episode, they may gain insight or correct a mistake. In the next story, however, they face a new adventure once again in their familiar constellation. On their missions, they repeatedly encounter special characters: animals, children from other parts of the world, beings from the universe, historical figures, or talking celestial bodies. These characters become active parts of each story. They need help, present the team with a challenge, pursue their own goal, or provide a crucial clue.



In this way, each episode combines excitement, humor, emotions, and knowledge. Factual understanding doesn't come from an outside explanation, but from what Blusho and his friends experience, try out, and figure out together.

Because on Earth, there's a new question every day.

Charakter Profile

Main Character - Blusho

Blusho is an alien (but human-like) astronaut, explorer, and friend of children. At first glance, he seems like a classic hero: tall, strong, brave, and highly skilled with technology. But he also has weaknesses, fears, and is clumsy. His true strength isn't his size or strength—it's his curiosity and courage. He doesn't claim to know everything. He takes children seriously, listens to them, learns a lot from them (especially in the early episodes), and is willing to change his own perspective.

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“DID YOU KNOW THAT EVERY TREE PROVIDES AIR FOR THREE CHILDREN?”

Personality

Blusho is:

- curious,
- warm-hearted,
- brave,
- attentive,
- playful,
- patient,
- clumsy,
- and surprisingly inexperienced in everyday life on Earth.

He talks to children as equals. He explains things simply, but never condescendingly. He's allowed to be amazed, make mistakes, feel embarrassed, laugh, and ask for help.

Origin

Blusho hails from the distant planet "Cc11" and set out with the goal of exploring the universe. An unknown light signal leads him to Earth by chance after a long journey.

Strengths

- Extensive knowledge of the universe
- Courage in unfamiliar situations
- Technical and inventive skills
- Physical strength
- Calmness in difficult moments
- the ability to encourage others to ask questions
- A strong protective instinct

Weaknesses

- Earthly habits surprise him
- He doesn't always understand human emotions right away
- He occasionally takes statements too literally
- Sometimes he wants to solve a problem logically too quickly
- He finds it hard to admit when he's wrong
- He occasionally takes on too much responsibility

On Earth, he learns that you can still be strong even when you don't know something, need help, or are afraid.

Do's

Blusho can / is allowed to:

- Ask questions
- Make mistakes
- Laugh at himself
- Show his feelings
- Ask children for help
- Be amazed
- Protecting without being overbearing
- Convey knowledge through actions and experiences
- Admit when he doesn't understand something

Don'ts

Blusho must not:

- come across as patronizing or arrogant
- use the light staff to cast spells (it opens only star paths)
- use the light staff as a weapon
- fight aggressively
- embarrass children
- Portray feelings as unimportant
- Already know every answer
- glorify dangerous behavior
- Changing the past at will
- Being able to do everything





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LONG-TERM FEASIBILITY

Recurring Gestures and Expressions

- His chest star glows when a small exploration mission begins
- His emotions are subtly conveyed through simple gestures involving his helmet and chest star
- When he has a new idea, he raises his light wand before realizing he doesn't need it yet.
- For a major mission or complex questions, he raises his light wand. It begins to glow (the more children there are, the brighter it gets), and this opens a new star path. The journey of discovery begins
- When he makes a mistake, he says: "Cosmic knot in my head."
- Before opening a path, he asks: "Are we ready to really figure this out?"
- When he's really excited: "Star-power!"

Other Characters

Blusho's closest friends on Earth

Milan, Luca, and Ella are the first children Blusho meets on Earth. Together, they discover his secret, show him the abandoned observatory, and help him turn it into his new home.

They become Blusho's closest friends and form the human core of his future Constellation Crew.

Each child brings something different to the group:

- **Milan** provides the impetus.
- **Luca** sees the bigger picture.
- **Ella** has the courage to take real action.
- **Blusho** brings the group together and paves the way for adventure.

Together, they're not a perfect group of heroes. They disagree, make mistakes, tease each other, and occasionally argue. But when it really counts,





Milan

The Brave Leader

Milan is Blusho's closest friend and his most trusted confidant on Earth. He is the first to discover Blusho and decides to help him—even before he knows exactly who or what Blusho really is.

Milan is self-assured, charming, and a great communicator. With his striking eyes, distinctive hair, and natural charisma, he stands out wherever he goes. He can quickly win people over and possesses the rare ability to strike up a conversation with almost anyone.

Within the group of children, Milan naturally takes on the role of leader. He doesn't wait around; instead, he makes decisions and takes the lead. This makes him brave and dependable—but it also regularly gets him and the group into trouble on their adventures.

Milan occasionally overestimates his abilities. He jumps before he knows where he'll land, climbs a bit too high, or claims he can do something without a second thought. As a result, he sometimes hurts himself or puts the group in a difficult situation.

Behind his great self-confidence, however, lies an exceptionally warm-hearted and loyal friend. Milan would never leave anyone behind. If Luca or Ella need help, he's there immediately—even if he'd just had a fight with them.

Role on the Team

The leader and driving force.

Milan gets the group moving. He approaches strangers, represents the team to the outside world, and often takes the first step.

Character Traits

- courageous
- self-assured
- charming
- communicative
- spontaneous
- loyal
- humorous
- occasionally cheeky
- sometimes

Relationship with Blusho

Milan and Blusho are two peas in a pod. From the very first moment, an exceptionally close friendship develops between them.

Milan shows Blusho Earth not as it's described in books, but as children experience it. Blusho, in turn, treats Milan with respect and as an equal. He confides in him about things he doesn't initially discuss with others—such as his worries about his home planet or the true meaning of the mysterious light signal.

Precisely because they're so close, the two occasionally clash fiercely. Milan wants to make his own decisions and sometimes perceives Blusho's protective instinct as patronizing. Blusho, on the other hand, worries because Milan underestimates dangers.

Their conflicts, however, never last long. Neither of them can stay angry with the other for long.

Internal Development Form

Milan must learn that a good leader doesn't always have to be at the front of everyone else. Sometimes leadership means listening, taking responsibility for a mistake, or letting someone else take the lead.



Luca

The Sharp Observer

Luca is the analytical mind of the group. He is very intelligent, observant, and has an extraordinary memory. While Milan is already rushing off toward adventure, Luca is usually the first to notice that a crucial detail has been overlooked.

He wears glasses, observes his surroundings closely, and is interested in technology, the natural sciences, numbers, and unusual connections. Luca doesn't accumulate knowledge just to show off. He genuinely wants to understand how things work.

Luca is, by nature, more cautious. Before he sets out on an unknown star path, he wants to know where it leads, how long it will remain open, and how the group will find its way back.

His caution is not cowardice. It regularly protects the group from unnecessary dangers. At the same time, it can prevent him from seizing opportunities or trusting his own intuition.

Character Traits

- highly intelligent
- attentive
- analytical
- curious
- reliable
- cautious
- patient
- detail-oriented
- occasionally too intellectual
- sometimes unsure of how to act spontaneously

Role in the team

The analyst, navigator, and problem-solver.

Luca deciphers clues, reads maps, examines traces, and understands the connection between seemingly unrelated events. At the observatory, he especially enjoys working at the star table and in the inventor's workshop.

Relationship with Blusho

Luca is fascinated by Blusho's cosmic knowledge and his technical skills. Unlike Milan, he asks Blusho many precise questions. Sometimes his questions are so good that Blusho doesn't have an immediate answer.

Blusho recognizes Luca's extraordinary talent and takes him seriously as a colleague. Luca, in turn, is the first to realize that Blusho doesn't know everything—but he doesn't lose respect for him because of it. On the contrary: Blusho's willingness to admit gaps in his knowledge makes him all the more of a role model for Luca.

Blusho helps Luca learn to trust his own knowledge and intuition. Luca helps Blusho avoid jumping to conclusions too quickly.

Recurring Gestures and Moments

- Luca pushes his glasses up when he discovers something important.
- He often begins explanations with: "Theoretically speaking..."
- Milan sometimes replies, "And what's the practical use of that?"
- Luca keeps a small mission journal with drawings, maps, and observations.
- He often notices changes in the light rod even before Blusho

does.

- When Luca is very excited, he speaks faster than usual.
- In unexpected situations, his glasses fog up or slip askew.

Internal Development Form

Luca learns that you don't have to know every answer before taking the first step. Knowledge provides guidance—but for some discoveries, you also need courage and trust.

Ella

The brave heart of the team

Ella is often underestimated. At first glance, she seems calm, friendly, and level-headed. But when a situation calls for real courage, she surprises everyone—not by talking about it at length, but by simply taking action.

Ella is intelligent, intuitive, and very emotionally attuned. She recognizes not only logical connections but also unspoken tensions within the group. She notices when someone is afraid, feels excluded, or is reacting angrily simply because they're hurt.

This makes Ella the heart and soul of the team. She mediates conflicts without coming across as preachy and is able to bridge different perspectives.

She has a strong will of her own and doesn't let either Milan or Blusho push her around. Ella is often the bravest of the whole group. While Milan likes to announce his bravery, Ella acts quietly and naturally.

Character Traits

- brave
- intelligent
- warm-hearted
- Empathetic
- intuitive
- self-confident
- determined
- fair
- diplomatic
- sometimes too selfless

Role in the team

The heart, the moral compass, and the quiet heroine.

Ella keeps the group emotionally united. At the same time, she often makes the bravest decisions in crucial moments. She's not just the team's mediator, but an active adventurer with her own sense of judgment.

Relationship with Blusho

Ella helps Blusho understand human emotions. She explains to him not only what people say, but also what they might really mean.

Blusho trusts Ella's judgment especially when his logical knowledge doesn't help. She's often the first to realize how much homesickness or worry about his past is weighing on him.

There is a calm, deep connection between Ella and Blusho.

Blusho admires Ella's courage. At first, he doesn't understand why she doesn't see herself as particularly brave. For Ella, it's only natural to help when someone needs her.

Recurring Gestures and Moments

- Ella calmly crosses her arms whenever Milan presents yet another half-baked plan.
- She often asks, "And how does that make the others feel?"
- In dangerous situations, she ties her hair back—a silent sign that she's about to take action.
- She wears a small bracelet or a pendant that later reacts to the star paths.
- After an argument, she touches the Star Table, allowing separated lines of light to reconnect.
- Ella often

Internal Development Form

Ella needs to learn that she isn't solely responsible for making sure everyone is okay. Even the „good soul“ of a team is allowed to feel angry, sad, or overwhelmed—and to ask others for help.



The Dynamics of the Gang

The characters complement each other because they react differently to challenges:

Situation	Milan	Luca	Ella	Blusho
An unknown path appears	wants to off	check first the risks	to see if anyone needs help	is trying to follow path to understand
The group is in danger	Acts spontaneously	looks for a pattern	stays calm	protects and provides guidance
A conflict	is emotional	tends to back	provides the reasons to the surface	must be human understanding conflicts
A puzzle must be solved	be tried practically	analyzed hints	connect logic and intuition	provides funny knowledge
Someone excluded	opens up in front of him	recognized the cause	creates connection	learns something about friendship

The emotional bond

- Milan is Blusho's closest companion.
- Luca is Blusho's smartest sparring partner.
- Ella is Blusho's emotional compass.
- To all three of them, Blusho is a friend, mentor, and protector—but also someone who needs their help.

Die Gruppe funktioniert besonders gut, wenn die jeweiligen Stärken gleichzeitig zu Problemen werden:

Later members – the Constellation Crew

On their journeys, the group encounters other characters who return or join them:

- a child from another region of the Earth
- a character from a future world
- a young alien inventor
- a being who perceives emotions as colors
- a character who initially appears as a rival
- a mysterious guardian of the star paths

This allows the world to grow organically without overloading the first season with too many main characters. The characters can be developed over time with the utmost creativity and flexibility, and the formats can be integrated.



Example characters from the future Constellation Crew



The emotional core

The series focuses not solely on knowledge, but on the joy of (shared) discovery.

Blusho encourages children to:

- stay curious,
- to ask questions,
- to accept mistakes,
- take their feelings seriously,
- to accept and respect one another,
- understand other perspectives,
- to seek answers on your own,
- and discovering one's own light.

Each episode begins with a question. Every answer leads to a new question.

Curiosity → Question → Exploration → Discovery → New Question

**YOUR BIG FRIEND WITH
THE BIG ANSWERS.**



World & Story Engine

Earth

The Earth is real, recognizable, and yet full of magic from a child's perspective. Everyday places can become the starting point of a great adventure:

- a garden
- a playground
- a preschool or a school
- a museum
- a forest
- a construction site
- a train station
- a farm
- a kitchen
- a children's room

The series shows that you don't have to travel far to discover something extraordinary. Often, all it takes is a closer look.



Blusho's Home

Blusho hails from the distant planet "Cc11" on the edge of a previously unknown galaxy. From Earth, his homeworld cannot be seen even with the best telescopes. It lies many light-years away and is accessible only via the mysterious star paths.



Blusho's home is a colorful and peaceful world where light holds special significance. It not only provides brightness and energy but also symbolizes knowledge, courage, hope, and community. Luminous paths wind their way across the planet, connecting places and living beings. In the darkness, it looks as if a vast network of stars were spreading across the landscape.

The natural world here is very different from Earth's: large floating islands drift slowly across the sky, plants open their glowing flowers at night, and crystal-clear rivers sparkle in a variety of colors. Some trees store the light of day in their leaves and release it at night as a soft glow. Two moons traverse the sky, which is why the nights on Blusho's home planet are never completely dark.

A visit to Blusho's home planet with all his friends can serve as the emotional climax at the end of every episode.

The Observatory

Blusho's spaceship is hidden near where the children live. However, it's much too small to serve as their new home.



The children show him a place that hardly anyone else ever visits: an old, abandoned observatory on a hill outside the city. People used to observe the stars from here. Now the building is closed. The large dome can barely be moved, the telescope is broken, and old star charts, books, and forgotten technical equipment are scattered everywhere.



For Blusho, though, it's still the perfect place.

Together, Blusho and the children repair the observatory piece by piece. Blusho carefully supplements the old Earth-based technology with cosmic elements. The observatory becomes Blusho's new home—and the meeting place for what will later become the "Constellation Crew."

The Star paths

Star Paths are invisible connections between places, times, and stories. They become visible when a complex question is asked and several characters search for an answer together.

A Star Path can lead:

- to a real place on Earth
- into space
- into the past
- to a possible future
- to a hidden place
- into a vivid world of fantasy or imagination

The Star Paths are not just any portal. The destination arises from the question at hand.



The Light Staff

The Light Staff is a tool, a compass, and an emotional symbol. It responds to Blusho and to the group's collective energy.



It can:

- Make Star Paths visible
- reveal hidden traces and connections
- Receive light signals
- project memories or information
- guide the group through unknown spaces
- Opening time windows through the group's collective energy
- Provide light and guidance in dangerous situations

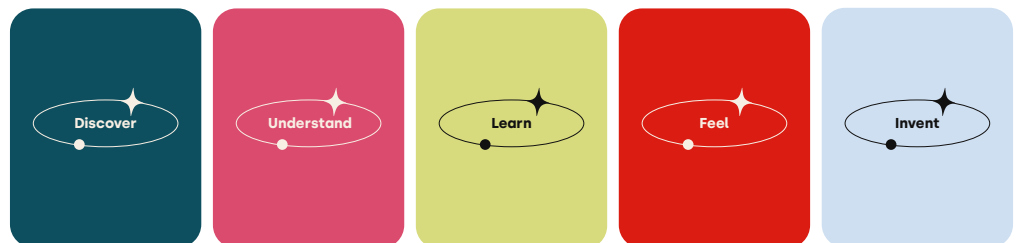
It is explicitly not a weapon.

The Recurring Narrative Engine

Curiosity → Question → Exploration → Discovery → New Question

Each episode is based on at least one of the five missions:

- Discover
- Understanding
- Learning
- Feel
- Invent



In addition to plenty of excitement, humor, and emotion, each episode also imparts knowledge and wisdom that make a positive contribution to children's development.

Eight Springboards

A FRIEND FROM THE STARS

BLUSHO

LOGLINE & SERIES PREMISE

SERIES CONCEPT

CHARACTER PROFILES

EMOTIONAL CORE

WORLD & STORY ENGINE

EIGHT SPRINGBOARDS

THREE SAMPLE SCENES

LONG-TERM SERIES UNIVERSE

LONG-TERM FEASIBILITY

1. The Dinosaur's Feather

At the museum, the friends discover a picture of a dinosaur with colorful feathers. Blusho thinks this is a mistake: to him, dinosaurs have to look big, dangerous, and scaly. Luca explains that researchers today view many things differently than they did in the past— but Blusho wants to see for himself.

The light wand opens a time portal to the world of the dinosaurs. There, the friends are only allowed to observe and must not interfere with nature under any circumstances. But when Milan picks up a mysterious feather and a small dinosaur follows them, they risk altering the course of the past.

Together, they must return the feather and shake off their new companion before the time window closes. Blusho learns that even what you think you know for sure can be changed by new discoveries.

2. The Mystery of the Missing Puddle

After a heavy rain shower, the friends discover a huge puddle. Milan promptly declares it "Milan Lake" and, together with the others, marks out the shore. When they return a short while later, a large portion of the water has disappeared. Blusho is convinced: Someone must have stolen the Star Lake!

The glowing star on his chest takes the friends on a journey with a tiny drop of water. They witness how water evaporates, rises into the sky, becomes part of a cloud, and finally returns to Earth as rain. But as the cloud grows darker and darker, the friends must find their way back in time.

In the end, Blusho realizes: The water hasn't disappeared—it's just in a different place and will come back eventually.

3. The Night Without Power

Just as the children are about to treat Blusho to a cozy movie night, the power suddenly goes out throughout the entire neighborhood. Milan wants to investigate the cause immediately, Luca tries to figure out which devices are still working, and Blusho is convinced he can solve the problem with his glow stick. But, of all times, its light remains off. In their search for a solution, a time path opens up, leading the friends to an era without electricity. There, they experience how people used to produce light, preserve food, and keep themselves occupied without television or digital devices. Back in the present, the friends spend the evening with candles, stories, and a shadow play they invented themselves. Blusho is surprised to discover that not all light has to come from an outlet—and that a dark evening can sometimes bring people closer together.

4. The Broken Star Trail

After an argument among the children, a star trail splits into several directions. Each team member ends up in a different place and believes they alone know the right way. Only when they listen to each other and combine their different clues does the path come together again. The episode establishes that the Star Paths respond to the relationships within the team.

5. The City That Can Breathe

On a hot summer day, the children notice that it's much warmer in the paved parking lot than under the trees. Ella wonders why cities don't simply have more shade, plants, and space to play.

Blusho's light wand shows them different versions of the same city in the future.

In the first, heat, noise, and endless streets dominate. In the second, plants grow on houses, roofs become gardens, and quiet vehicles share the space with people and animals. But the green future begins to fade. The friends must figure out which decisions in the present will lead to it. Finally, they come up with their own idea for a "city that can breathe"— and start with a small project right on their doorstep.

6. When Blusho Lost His Courage

On their way back from a mission, the friends get caught in a violent thunderstorm. A bolt of lightning disrupts Blusho's navigation system, and the Star Path begins to flicker. Although Blusho can explain exactly how lightning and thunder occur, he himself becomes very frightened. Because he wants to continue appearing strong in front of the children, he hides his feelings and claims to have everything under control. As a result, however, he makes the wrong decisions and leads the group further and further away from the safe path. Only when Blusho honestly admits that he's afraid can his friends help him: Luca keeps track of the time between the lightning and the thunder, Ella calms the group down, and Milan finds the courage to temporarily take over Blusho's leadership. Blusho realizes that courage doesn't mean not being afraid—it means trusting others despite his fear.

7. The Secret Dance of the Bees

Ella spots an exhausted bee and wants to help her. When the bee flies off again, the friends follow her to a large flower meadow. There they notice that fewer and fewer bees are returning to the hive and that some have apparently lost their way. Blusho builds a complicated translator that supposedly allows him to speak "Bee-ish." But his machine only produces a loud buzzing sound and causes utter chaos. Meanwhile, Luca observes that a bee inside the hive keeps making unusual movements. The friends realize that the bees are using a dance to show where food can be found. With the help of this "dance language," they discover that the original path to the flower meadow is blocked. Together, they create a new, safe path—and Blusho has to admit that careful observation sometimes works better than even the most complicated invention.

8. The Little Inventor from the Past

A time trail leads the friends to a historic town. There they meet a girl who secretly draws machines and builds small inventions from old objects. But no one takes her ideas seriously. She, too, begins to doubt whether she's capable of anything special at all. Milan wants to prove to the adults just how smart the girl is. Luca, however, warns against changing the past too much. When one of her inventions accidentally gets out of control, the friends must help without revealing any modern technology or knowledge from the future. Instead of giving her the ready-made solution, they encourage the girl to trust her own idea. Together, they refine her invention, and she presents it with confidence. Blusho realizes: A good friend doesn't solve every problem for the other person—sometimes, they help them discover their own strengths.

**EXPLORE,
LEARN,
SHINE.**



Three Sample Scenes

Sample 1—The First Encounter

A FRIEND FROM THE STARS

BLUSHO

LOGLINE & SERIES PREMISE

SERIES CONCEPT

CHARACTER PROFILES

EMOTIONAL CORE

WORLD & STORY ENGINE

EIGHT SPRINGBOARDS

THREE SAMPLE SCENES

LONG-TERM SERIES UNIVERSE

LONG-TERM FEASIBILITY

Three days have passed since Blusho landed on Earth.

His damaged space capsule lies hidden in a remote forest clearing. Blusho has carefully camouflaged it with twigs and leaves. Only in the darkness does a faint light sometimes shimmer through the trees.

As long as people are nearby, Blusho stays in his hiding place. In the early morning hours and in the evening, however, he begins to explore his new surroundings.

For the first time, he cautiously touches the dew on a leaf and watches, fascinated, as the droplets roll down his glove.

He startles when a frog hops away from his feet—and jumps even farther back himself.

A butterfly lands on his light stick. Blusho stands completely still so as not to scare it away. When rain suddenly starts to fall, Blusho holds the light stick over his head. The narrow stick doesn't protect him at all. A short while later, he's sitting soaking wet under a tree that's far too small.

Despite all the new impressions, Blusho never ventures far from his space capsule. He doesn't know this fascinating planet well enough yet. And he still doesn't know if he can trust its inhabitants.

On the fourth day, Blusho tries again to repair his capsule's damaged power supply. When he connects his light wand to the propulsion system, a bright flash of light suddenly shoots across the forest clearing.

It leaves a long, sparkling silver trail through the grass. Blusho is startled.

Blusho

That was more conspicuous than planned.

At that moment, he hears voices and the ringing of bicycle bells. Hastily, he pulls branches in front of the space capsule and hides behind a fallen tree.

EXTERIOR – FOREST PATH – LATE AFTERNOON

Three children—MILAN, LUCA, and ELLA—are riding their bikes on a nearby forest path. Milan is in the lead. Luca follows cautiously, and Ella brings up the rear.

Suddenly, Milan comes to a stop:

MILAN

Did you guys see that, too?

LUCA

What?

MILAN

Something was glowing over there.

LUCA

Maybe a bike reflector.

MILAN

In the middle of the forest?

LUCA

That's why I said: maybe.

Milan sets his bike down in the grass and walks toward the trees.

ELLA

We should tell an adult.

MILAN

And by then it'll be gone.

Luca looks at the dark trees.

LUCA

What exactly is "it," anyway?

MILAN

We're going to find out right now.

Milan disappears among the trees. Luca sighs and follows him. Ella lingers behind for a moment.

ELLA

That's a really bad idea.

She parks her bike and runs after the two of them. Behind a bush, they spot the long, glowing trail. Several blades of grass sparkle silver. Luca kneels down without touching the trail.

LUCA

That's not water. And it's not oil either.

MILAN

Maybe a spaceship crashed here.

LUCA

Of course. A spaceship. What else? You're such a joker.

A CRACK is heard. The children freeze. Behind a fallen tree, a large figure slowly rises to its feet. It's Blusho. He's huge—over 2 meters tall. The star on his chest glows faintly. He's holding his light wand in his hand. Milan recoils in fright and stumbles over a tree root. Blusho immediately raises his hands in a soothing gesture.

Blusho

Please don't be scared! The

children stare at him.



MILAN

You can talk?

Blusho

I hope so. Otherwise, that sentence would be very strange.

Luca takes half a step forward.



A FRIEND FROM THE
STARS

BLUSHO

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LONG-TERM SERIES
UNIVERSE

LONG-TERM
FEASIBILITY

LUCA

Who are you?

Blusho looks at his damaged light wand. Then up at the sky.

Blusho

My name is Blusho. I'm an explorer. At least, that was my plan.

MILAN

You're an alien!

Blusho

As far as I'm concerned, you're the aliens.

Milan looks at Luca triumphantly.

MILAN

I told you so.

LUCA

You guessed it.

Milan walks boldly toward Blusho. When the light wand suddenly flashes, he jumps back.

MILAN

What's that?

Blusho

My light stick. It usually shows me the way and gives me lots of energy.

Blusho taps it gently. The light stick flickers and goes out.

Blusho

Right now, it's mainly showing me that it's broken.

Ella takes a closer look at Blusho. There's a damaged spot on his arm.

ELLA

You're hurt.

Blusho hides his arm behind his back.

Blusho

No. My spacesuit just has an unexpected tear.

Ella takes a colorful band-aid out of her bag and holds it out to him.

ELLA

This helps prevent accidental openings.

Blusho looks at the tiny band-aid. Then at his big arm.

Blusho

You people on your planet seem to be very optimistic.

Ella smiles. Blusho can't help but smile, too.

Luca spots the capsule hidden behind him under branches and leaves.

LUCA

Is that your spaceship?

Blusho turns around. Just then, a small part falls off the capsule.

Blusho

It used to be my spaceship.

Voices can be heard in the distance. Blusho is startled. The star on his chest begins to flicker frantically.

Blusho

You mustn't tell anyone I'm here.

MILAN

Why not?

Blusho

I've only been on Earth for a few days. I don't know your world yet. And I don't know who I can trust.

Milan looks at Luca and Ella. Then he stares intently at Blusho.

MILAN

You can trust us.

LUCA

You can't just decide that for everyone. Milan glances at him.

LUCA

But no one will find out from me either.

Ella steps up beside the two of them.

ELLA

Me neither.

Blusho looks at the three children. Slowly, the light from the star on his chest grows calmer. For the first time, it shines warmly and clearly.

Blusho

Then maybe I've found the right place on this planet after all.

Milan holds out his hand to him.

MILAN

I'm Milan. These are Luca and Ella.

Blusho looks at Milan's little hand and gently takes it between two fingers.

Blusho

Three Earthlings after three days. My mission is off to a better start than expected.

Behind them, the space capsule lets out a loud WHOOSH. All four turn around.

LUCA

So what do we do with this now?

Milan grins.

MILAN

We're hiding a spaceship.

Blusho looks at the big capsule, then at the three little kids.

Blusho

Are you sure you can do that?

MILAN

No. But we'll figure it out.

Blusho's chest star glows a little brighter.

CUT.

Sample 2—Where Does a Puddle Go?

Format: Everyday Question in a Series (Blusho's chest star lights up)

There's a big puddle on the playground. Milan jumps into it with both feet. The water splashes in all directions—right onto Luca.

LUCA

Milan!

MILAN

I just wanted to see how deep it was.

Luca looks at his wet pants.

LUCA

So? What scientific conclusion did you come to?

MILAN

Deep enough.

Ella kneels down at the edge of the puddle. With a piece of chalk, she draws a line around the water.

ELLA

This is our lake.



Blusho

A lake?

Blusho looks at the puddle, impressed.

Blusho

Then that's probably the smallest lake on this planet.

MILAN

We'll call it Lake Milan.

ELLA

Why after you?

MILAN

Because I discovered it.

LUCA

You jumped in. That's not the same thing.

LATER

The friends return to the puddle. The water no longer reaches Ella's waistline. Ella stops.



A FRIEND FROM THE
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BLUSHO

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THREE SAMPLE SCENES

LONG-TERM SERIES
UNIVERSE

LONG-TERM
FEASIBILITY

ELLA

Our lake has gotten smaller.

Milan walks around the puddle once.

MILAN

Maybe someone took some water with them.

Blusho immediately looks around suspiciously.

Blusho

A water thief?

LUCA

Nobody stole the puddle.

Blusho

Then it ran away.

LUCA

Water doesn't have legs.

Blusho points to a small stream nearby.

Blusho

Still, it's always flowing somewhere.

Ella looks up at the sun.

ELLA

But where has all that water gone?

At that moment, Blusho's chest star begins to glow warmly and brightly. The children look at him.

MILAN

Your star is shining!

Blusho places his hand on his chest.

Small blue points of light break away from the star. They float over the puddle and slowly rise upward.

Blusho

He heard your question.

ELLA

Is he showing us the answer?

The friends lean over the puddle. The sun and Blusho's blue points of light are reflected on the surface of the water.

Luca holds his hand just above the ground.

LUCA

The ground is warm.

Blusho holds out his hand, too.

Blusho

The sun warms the water.

MILAN

And then?

A tiny speck of light rises from the puddle into the air. More follow it. Ella looks up.

ELLA

It's flying away.



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LONG-TERM
FEASIBILITY

LUCA

Water turns into water vapor. The tiny water particles rise into the air, even though we can't see them.

Blusho looks up at the sky in awe.

Blusho

So on Earth, water can become invisible and fly.

LUCA

Simply put: yes.

Blusho

This planet just keeps getting better.

Blusho holds a small metal plate from his gear over the puddle. After a short while, tiny droplets form on it.

ELLA

There it is again!

LUCA

The water vapor cools on the plate and turns back into liquid.

MILAN

So our lake wasn't stolen after all.

Blusho

The water thief is cleared of suspicion.

Ella looks up at a cloud in the sky.

ELLA

And eventually, the water collects in the clouds? Luca nods.

LUCA

And comes back as rain.

A single raindrop falls from the little cloud and lands right on Milan's nose. Milan wipes it away.

MILAN

That was quick.

More drops fall.

The friends look up. Then it starts to rain heavily. Blusho spreads his arms in delight.

Blusho

Lake Milan is back!

Milan jumps into the growing puddle again. The water splashes right onto Luca once more.

LUCA

That was on purpose!

MILAN

Maybe this time.

The children laugh. Blusho's star on his chest slowly darkens. The question has been answered.

Blusho

Nothing has really disappeared. Sometimes it just changes its form.

ELLA

And begins its journey all over again.

CUT.

Sample 3—The City of Tomorrow

Format: Complex Question—The Glow Stick Opens a Path of Stars

Blusho, Milan, Luca, and Ella are walking across a large paved square. The sun is shining. There isn't a shadow in sight. Blusho lifts his feet one at a time.

Blusho

The ground is unusually hot.

MILAN

You're wearing thick boots.

Blusho

And yet I feel like my feet are boiling right now.

A single small tree stands at the edge of the clearing. The friends crowd into its narrow shade. Ella sets a bowl of water on the ground. A thirsty bird lands next to it and begins to drink.

ELLA

Why aren't there more trees here?

LUCA

Because most of the square was planned for streets and parking lots.

Milan looks at the cars, the gray pavement, and the sun-baked buildings.

MILAN

Then they'll just have to plan it differently.

Blusho

How?

Milan thinks it over.

MILAN

With more trees. And water. And space to play.

LUCA

Changing an entire city is a bit more complicated.

ELLA

But what would a city look like where people, animals, and plants can thrive in the future?





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THREE SAMPLE SCENES

LONG-TERM SERIES UNIVERSE

LONG-TERM FEASIBILITY

Blusho's chest star doesn't respond. Instead, the light rod on his belt begins to vibrate. Blusho carefully takes it in both hands. A narrow line of light runs along the wand. It grows brighter and brighter until the entire square is bathed in a warm glow.

MILAN

That's new.

Blusho

That's no small question.

LUCA

There's probably not just one right answer, either.

The light wand projects four stars of different colors into the air: yellow, blue, green, and red. Blusho tries to activate it on his own. The wand flickers, but nothing happens.

Blusho

It's not responding to me.

Ella looks at the four stars.

ELLA

Maybe he's reacting to all of us. Blusho holds the light wand in the center. Milan is the first to place his hand on it.

MILAN

Let's find out.

Luca places his hand on it too.

LUCA

We don't know yet where it's taking us.

MILAN

That's usually how it is on voyages of discovery.

Ella also places her hand on the staff.

ELLA

We'll stay together.

Finally, Blusho places his large hand protectively over the children's hands.

Blusho

Four friends. Four lights. One shared path.

The four stars begin to circle the light staff. Its light shoots upward, tracing a glowing arc through the air. A STARRY PATH opens up before the friends.

It does not lead to the sky, but directly through a shimmering opening to a city that does not yet exist. The friends step through it.

EXTERIOR – THE CITY OF TOMORROW – DAY

They are standing in the same square—yet everything looks different.

The buildings are taller. The ground is gray and cracked. Hot air shimmers between the facades. There are hardly any plants. Only a few people are moving through the streets.

Milan looks around.

MILAN

Is this the future?

LUCA

A possible future.

Suddenly, the Star Path splits into two directions before them. The left path leads deeper into the gray, hot city. The right path leads to a second version of the square: large trees provide shade. Plants grow on houses and rooftops. Children play among bodies of water. Small, quiet vehicles share the roads with bicycles and pedestrians. Ella spots birds, bees, and butterflies among the plants.

ELLA

Is this the same place?

Blusho

Not quite.

LUCA

There are two versions of the same place.

Milan is walking toward the green path. But the closer he gets, the dimmer its light becomes.

MILAN

Why is it disappearing?

Luminous images appear on the ground: a small, newly planted tree, a green roof, a bike path, and a family on a bus. Luca understands.

LUCA

This future won't happen on its own.

ELLA

We have to start building it today.

Each of the children touches one of the pictures. Ella chooses the tree. Luca touches the green roof. Milan decides to take the bike path. Blusho places his hand on the image of the people traveling together. Immediately, the green star path begins to shine brightly again. The gray future fades away.

Blusho

So the future isn't just a place you wait for.

LUCA

It's shaped by decisions.

MILAN

Then let's choose this one.

He points to the green city.

Blusho

A great future apparently begins with many small steps.

The light staff glows again. The path of stars opens the way back.

EXTERIOR – TOWN SQUARE – PRESENT

The friends are standing under the lone little tree again. The square looks exactly the same as before. Blusho looks at the gray ground.

Blusho

Nothing has changed.

Ella picks up the empty water bowl and points to an empty spot at the edge of the square.

ELLA

Not yet.

Milan grins.

MILAN

Then let's get started.

Blusho's light stick slowly fades. However, a small green speck of light remains inside it.

CUT.



Long-Term Series Universe

The first season focuses on Blusho's arrival, his friendship with the children, and the discovery of Earth and the first star paths. In the background, a larger mythological arc unfolds:

- Who sent the light signal to Earth?
- Why does Blusho's light stick react particularly strongly to children's questions?
- What are the "lost lights"?
- Are there other light wand bearers?
- Why are some star trails damaged?
- What is the connection between Earth and Blusho's home?

Possible Story Arc for the First Season

Phase 1: Arrival

Blusho gets to know the children, discovers Earth, and tries to keep his existence a secret.

Phase 2: Trust

The team embarks on their first missions and learns the rules of the star on Blusho's chest and his light staff with its star paths.

Phase 3: Space and Time

The friends discover that the paths connect not only places but also times.

Phase 4: The Wider World

New characters and future members of the Constellation Crew make their debut. Note: There are no limits to creativity here, and these characters can be customized both visually and in terms of personality depending on the requirements.

Phase 5: The Lost Signal

The individual light signals form a message. The season finale sets

Long-Term Scalability

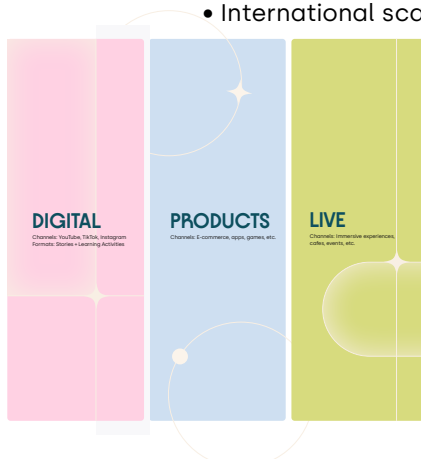
The concept can organically grow into an international series universe with a high educational standard and an emotional connection to the main characters:

In terms of content:

- Journeys to different countries and cultures
- historical adventures
- Future and sustainability themes
- Space missions
- New members of the Constellation Crew
- Recurring alien worlds
- Special episodes and longer adventures
- Research and Discovery
- Life Lessons

Monetary:

- Education and gamification apps
- Live experiences and events
- Countless Merchandise Options
- Themed Worlds (e.g., a real observatory as the "Blusho Experience World")
- Licensing models
- International scaling



The core concept always remains the same:
A question opens a path.
An adventure leads to an insight.
And every insight sheds new light.

BLUSHO