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FINCH AND THE LOST ORACLE

THE LOGLINE

A troublesome teen is sent on an impossible mission through space to find the Lost Oracle of Nicobar.

PILOT SYNOPSIS

- Across the galaxies, a father sugar coats his troublesome teen's exile by sending her on a formidable quest to find the Lost Oracle of Nicobar.

SERIES SYNOPSIS

Finch Swift journeys across the galaxy unravelling the troubled mystery of The Lost Oracle and discovering herself and friendship along the way.

ANIMATION

- This series has been written with the intention of being produced as an animated series but has the potential to be live action.

WHY FINCH AND THE LOST ORACLE?

- There is a heart and a magic to storytelling through animation. Inspired by Avatar the Last Airbender and She-Ra and the Princesses of Power, Finch has a similar warmth and excitement!

THEME

- Finch and the Lost Oracle explores relatable themes surrounding self-discovery, embracing your weaknesses and growing from your mistakes. It also navigates the facets friendship and the power it possesses.

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THE MAIN PLAYERS

FINCH SWIFT (SHE/HER)

Finch is a walking embodiment of the wrong place at the wrong time coupled with a recklessness that always lands her in trouble. Her charming wit and infectious boldness make her a lovable and relatable protagonist with plenty of room to learn, grow and flourish. She's a "junk fisher" by trade, scouring the atmosphere of her planet for junk that she can sell. She is described as having a mowhawk of rainbow feathers, making her appearance as colourful as her personality.

OTIS (HE/THEY)

Otis is a towering humanoid robot with a passion for fashion. He's endured his fair share of ill treatment from others but since becoming Finch's best friend he's been able to fully express his goofy, sweet self.

ZINC (SHE/HER)

Becoming a player from Episode 3 onwards, Zinc is an intelligent, but no-nonsense tinkerer from the Planet Moba who would describe herself as an expert in everything that "ticks". She takes an immediate dislike to Finch, refusing to help her in her endeavours but the tempting challenge and thirst for adventure sways her to join the travelling pair.

DREEN (THEY/THEM)

Dreen is a better than average tinkerer on Planet Vota who aids Finch at the first hurdle by giving her advice, guidance and gadgets to set her off on her journey. They are well travelled and have collected bits and pieces of knowledge from many planets across the galaxy. Dreen also has faced their own battles against Lord Vikail and will try and help in any way that they can.

TOCO SWIFT (HE/HIM)

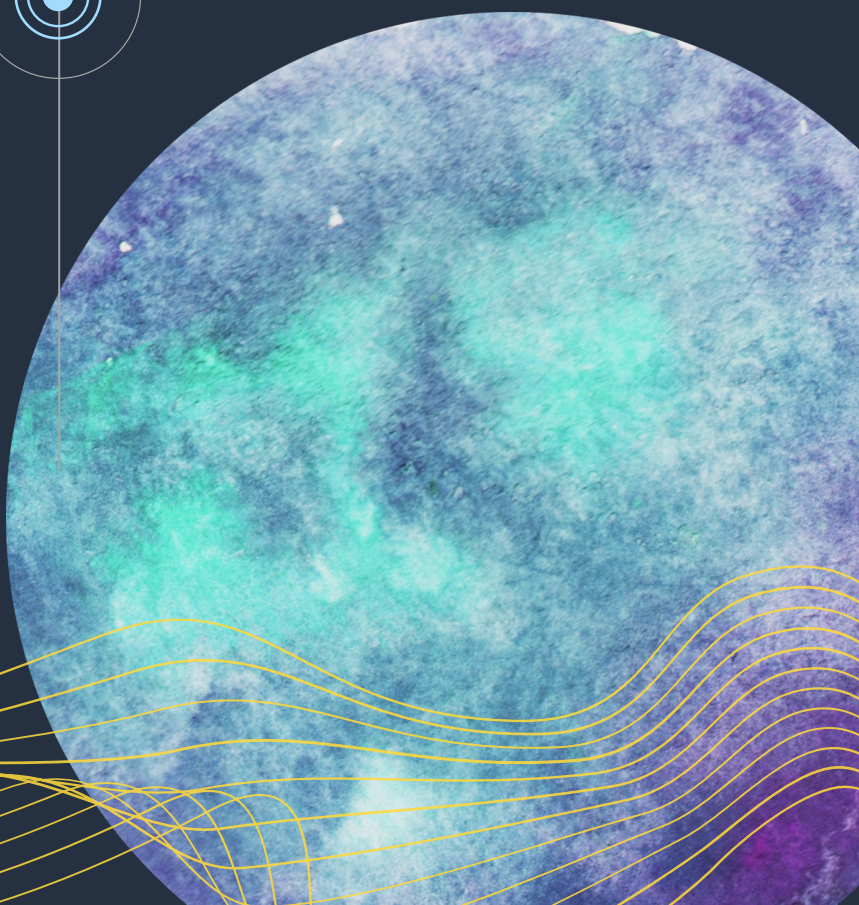
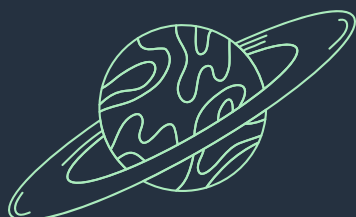
Toco is an experienced war veteran who has witnessed the very best and the very worst of people across the galaxy. His dreams of finding The Lost Oracle were cut short by an invasion on his home planet that he was conscripted to fight against. Fatherhood has allowed him to share decades worth of untapped love and he would risk it all for his daughter.

LORD VIKAIL (HE/HIM)

Lord Vikail possesses an unsatiable need for power and will stop at nothing to achieve it. He despises Finch and her lack of respect, even more so when she begins to meddle in his business. He's fully prepared to have her chased across the Universe to prevent her from ruining his path to power.

AXIS (HE/HIM)

Axis is the irresistible, smooth-talking lead singer of Intergalactic sensation Axis and the Supernovas. (Finch is a BIG fan). He's pampered, idolised and spoiled but with redeemable moments of vulnerability. He's used to the luxury and the adoration of fans that reach all corners of the galaxy. Axis encounters Finch and Co. numerous times during his planet-hopping tour but is eventually swept up into their adventures.



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THE STORY

THE PAST

The story began with Toco Swift and his fascination with the legend of the Lost Oracle of Nicobar. Many believed it to be a bedtime story, many more believed that what remains of the artefact are exhibited in the Intergalactic Museum but, Toco believed that it was still out there somewhere, waiting to be found. However, his dreams of finding it were cut short when war and disaster tore through his planet.

THE PRESENT

Fifty years later, Toco is a renowned veteran and doting father, but is faced with the exile of his troublesome teen Finch whose buoyant personality and wanderlust has outgrown the safe planet of Vota. In an attempt to sugar coat the situation, he decides to send his daughter on the quest that he never got to embark on. If only it was that easy.

THE PRESENT

Finch and her robot best friend Otis make enemies of the conniving Lord Vikail when he discovers that not only do they intend to locate The Lost Oracle but possess an item that could help them succeed. Knowing this discovery would endanger his political path to power he sets out to capture her. Together with her father and best friend, Finch must escape Vota in one piece, unlock Lord Vikail's secrets and chase down the legend of her father's childhood.

THE FUTURE

These quests send Finch and Otis on a planet-hopping journey of danger and self-discovery. They're not alone for long, Zinc: the challenge seeking tinkerer, and galactic pop superstar Axis are swept up in the chaos.

EPISODE ONE

Finch is knee-deep in trouble...again and we learn of her punishment of exile from Planet Vota. However, before her father can deliver the news Finch discovers a memory card that's the key to revealing a cunning plot by the power hungry Lord Vikail and unknowingly to Finch - the last known location of The Lost Oracle.

EPISODE TWO

Toco insists on Finch embarking on the quest to find The Oracle but plans are complicated when Lord Vikail learns of Finch's discovery. Together they fight against Vikail's first set of advances and with the assistance of Dreen, learn the whereabouts of a Tinkerer who can help unlock the memory card's secrets.

Lord Vikail sends another assault against the runaway pair, creating a high octane space race through the city that ends with a sweet, victorious BANG.

EPISODE THREE

Finch and Otis head for Moba, a thriving planet of business and industry. There they discover Zinc, a tinkerer who has the ability to reveal the contents of the highly desired memory card. However, Zinc refuses to help and Finch must prove to her that they're worth her time.

