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his is a story about four guys: Sam the obnoxious fly, Marley the devious frog, Jose the cool and clever cat, and Tommithy the complete, if utterly lovable, dork. They live in the coolest apartment in Swampton, a city on the funky side of Bamhattan. Tommithy doesn't really live with them, but he

shows up so much, it's almost as annoying as if he did.

They may argue like cats and dogs (not to mention, flies and frogs), but these guys do everything together. "Everything" usually starts with one of Sam's harebrained schemes to get rich, get famous, get super-powers, get even, or simply get out of the mess his last plan got them into. It's always easy for Sam to drag Jose into his latest scheme, as long as it gives Jose a chance to bust out his ingenious inventor skills. While Marley requires a lot more convincing—he knows exactly how big a disaster Sam is likely to create—he's also had plenty of opportunities to work his trickster magic and turn Sam's chaos into his own benefit, which means he also dependably ends up on board. When it comes to Tommithy, Sam spends more energy trying to keep him out of things, usually without much success.

They've all known each other since they were little tadpoles, larvae, kittens, and puppies, squirming and



wriggling their way through primary school. Even back then, Sam was always pulling off some wild prank or plan and getting himself into hot water. Jose would take things to an even more extreme level with an outlandish contraption, leaving Marley to save their butts with some fast and smooth talking to the principal (somehow finagling time off school in the process). Tommithy? He was usually just standing there, hoping to be included—the perfect fall guy. Things haven't really changed.

The gang is so busy getting in and out of trouble, they hardly notice the crazy stuff that happens to them as a result—like ending up in orbit, a secret medieval castle of playing cards, dinosaur rodeo riding, rescuing the city from the horde of sugar crazed spider monkeys they accidentally let loose, or on the planet Umfufu performing for the locals ...

Sam thinks he knows everything about everything and therefore won't listen to anyone else about anything. He's a "show me, don't tell me—oh never mind, get out the way, I'm already half done doing it myself, wait, how'd I end up in orbit again?" kinda fly.



There's one last thing you gotta know about Sam—when he loses his temper or his patience, he loses his mind. Really. He has a "Whack-Attack," sending him bouncing off the walls in a manic state to the nth degree, changing colors, and spewing non-stop jibberish. If the attack should escalate into a full blown "Ultra-Whack-Attack," it spreads to anyone and everyone in the vicinity, sending them screaming, jumping, and bouncing off the walls as well. Jose has, of course, built a "Whack-Attack-Meter" that lets them know when Sam is approaching "Ultra-range." These attacks are generally a pain, though Marley has been known to take advantage of the occasional Ultra-Whack-Attack — making Sam his very own not-so-smart bomb.

Sam is like Joe Pesci in his Lethal Weapon role, assuming he had just drank fourteen cups of coffee loaded with sugar. Watch out.

Sam is the chief instigator, wild-eyed scheme perpetrator, "let's get off our butts and do something already" motivator of the bunch. He's hyper and anxious, full of bouncing, blithering, non-stop talking energy. He's always got a plan, even when there isn't a need for one, and is off and running before he even knows where he's going (fully assuming Marley and Jose are right there behind him). Yes, he causes lots of trouble for the gang, but their lives would be awfully dull without him and his endless bag o' madness. And without them, who would dig him out of trouble time and again?

Patient	○	○	○	○	●	Impatient
Generous	○	○	○	○	●	Selfish
Tact	○	○	○	○	●	Carelessness
Calm	○	○	○	○	●	Frenzied
Smart	○	○	○	●	○	Slow-witted
Rational	○	○	○	●	○	Irrational
Truthful	○	○	○	●	○	Devious
Friendly	○	○	○	●	○	Contentious
Analytical	○	○	○	○	●	Impulsive

Marley is the resident trickster, and the gangs' repository of real world smarts — all in all, one smooth operator. His mother didn't raise no fools, though she did teach him to recognize one and fleece him real quick. So now he's a collector of scams and angles, rackets and flimflams, hustles and cons. If there's an edge to be squeezed out of a situation, Marley's got the juicer ready. He's not above turning his crafty mind against the boys to gain a tasty treat, a choice bit of gear, or best of all, a respite from chores. He sees this relationship as a natural division of labor—he's got the brains, they've got the gullibility.



However mercenary he'd like to think of himself, Marley's really a big old softy inside. He loves the gang and is highly protective of all of them, particularly Sam. Anyone posing a threat better be ready to face the full weight of his sly personality, not to mention the incredible accuracy of his long and sticky tongue, which he can deploy to seriously damaging effect.

Marley's street smarts also means he keeps the coolest head in a crisis. When things have fallen apart, it's usually a smart idea to follow his lead and let him work his fast talking magic till they're in the clear. That doesn't make the boys any more likely to actually follow his lead, as none of them are about to admit he's the brains of the bunch (particularly Jose, who's got some formidable smarts of his own). Instead, they usually break down into endless argument and further chaos. Still, Marley usually finds a way to get them back in line and out of trouble, most times without them even realizing he's manipulated them.

Marley is like Eddie Murphy in his Beverly Hills Cop role—cool, funny, always on the lookout for an angle, but with an oversized heart at the center of it all despite his best (or worst) intentions.

Patient	●	○	○	○	○	Impatient
Generous	○	○	○	●	○	Selfish
Tact	●	○	○	○	○	Carelessness
Calm	●	○	○	○	○	Frenzied
Smart	●	○	○	○	○	Slow-witted
Rational	●	○	○	○	○	Irrational
Truthful	○	○	○	○	●	Devious
Friendly	○	○	●	○	○	Contentious
Analytical	○	●	○	○	○	Impulsive

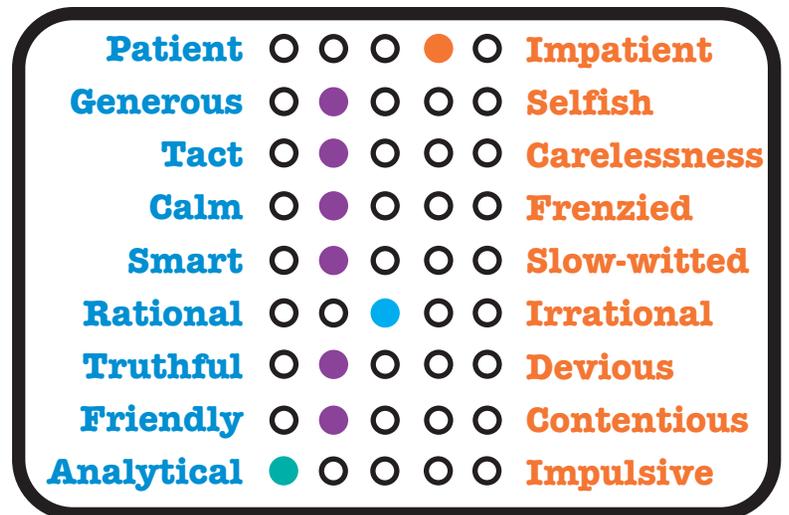
Jose is the builder, the tinkerer, the obsessive tech gadget collector, and the mad scientist of the gang. He's a sweet, cuddly, furry McGuiver—only more stylin', if indecisive.

On one level he's as practical as they come. If something needs to be rigged up, torn down, built, fixed, invented or shot into space, Jose will have the plans, tools, raw materials, and some very complicated machinery in place in moments. But he's a chronic over thinker—he'll do all that and more even if someone just needed a rubber band. This really gets on Sam's nerves—who's got time for "thinking?" Jose is fiercely loyal and would do anything for his friends. The real challenge is keeping him from doing too much.

Jose comes from a long line of back yard inventors, including Miguel, the low-rider customizing cousin he idolizes. Jose took to this tradition early, making so many "improvements" to his crib, stroller, and baby toys that he nearly leveled his family's apartment on a regular basis. Now he builds just about anything, even things he really shouldn't be, like rocket ships. Nearly flying machines. Quantam time/space reversal tunnels (well, it's still a busted down old dryer with a bunch of tubing stuck in the back, but one day...).

Since Marley and Jose are both quite clever, they regularly butt heads trying to outwit each other. Sam, forced to the sidelines at times like this, gets jealous of their intelligent banter and is left trying to boost his self esteem by harassing and terrorizing Tommity, who is generally happy for the attention.

Jose is a cross-breed of McGiver, "Doc" from Back To The Future and Johnny Depp: he's super-cute, but completely unable to contain his obsession with gadgets, tinkering, and causing things to go snap, crackle, and BOOM!





Tommithy sure is nice. Sort of get-on-your-nerve nice.

He loves the gang, and sees himself as one of them, despite their every attempt to discourage such notions. The crew doesn't know what to do with him, so they generally try to hide and pretend they aren't home when he knocks on the door. Not that hiding

is particularly effective, as Tommithy is also persistent. If the boys dive under the couch, he'll come in through the door, root around until he finds them, then cheerily ask them what they're up to. It's safe to say that Tommithy's lands well over on the oblivious side of the fence.

The boys really have two problems with Tommithy. First, he's very sensitive. If he does manage to figure out he's being dissed by them, it hurts him deeply. But it's always easy to convince him otherwise. He may get on everyone's nerves, but no one wants to see his eyes well up with tears. That's just brutal.

When Tommithy is one-on-one with someone from the group, they can be very kind to him. But once they're back in the public eye, it's back to trying to pretend they don't know him. Deep down Tommithy knows they love him, though none would ever admit to it.

Tommithy is like the stray dog that refuses to leave your yard—only he talks, has a funny eye, and wears some seriously high-water pants.

Patient	●	○	○	○	○	Impatient
Generous	●	○	○	○	○	Selfish
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Simone: (female lightning bug) - The Neighbor. The boys generally get on her nerves— except Jose. In her eyes, Jose can do no wrong. He's the only one she lights up for. Except that he's oblivious of her crush on him. Since he's always oblivious to that, she spends much of her time being angry at him for not noticing—which turns into anger on everyone else. Besides these bursts of meanness, however, she is generally level headed and can be counted on to get the boys out of a real pinch. Though she'll never let them forget the times she does that.



Trix McWeasel (weasel) - Trix is Swampton's resident con artist. Sam really should know better by now, but he always ends up falling prey to Trix's latest pyramid scheme, get rich quick plan, amazing miracle cure, or follow-the-aces card trick.

Mrs. Stinkameyer (rat) - The grumpy Landlady, she's always yelling at them for being too loud and being late on the rent. Her kids are always running around the apartment, giving Marley target practice for his tongue skills.



Totally Sweet Ninja Posse (praying mantises) They're not really ninjas. And definitely not sweet. But they can be a total pain in the butt when they put on those costumes and break out those nunchucks. The Totally Sweet Ninja Posse—imagine if Napoleon Dynamite and his friends were running around 24/7 in ninja costumes annoying everyone, and occasionally hatching plans to sow chaos and destruction.



Stories

The Pet from Tibet

From the moment Sam is awoken by that mysterious singing Tibetan creature on his windowsill, he has one thing on his mind—getting his hands on the new Zonkatronic 3000 Ultimate Monster Gaming System, in stores today! Marley thinks video games are a waste of time, mainly because he knows that once he starts playing he won't be able to stop for days. Jose becomes inspired to create his own game system intended to compete with the Zonkatronic. Tommity fruitlessly attempts to get the gang to join him in a game of his own by seeing if anyone can guess the number of toes on his feet.

Marley recognizes an opportunity to play his kind of game and sends Sam on a series of wild goose chases in pursuit of the money, from getting him to try to be adopted by the rich lonely old lady down the street, to sending him to the bank to pretend he's a movie star so they'll loan him the money. He even gets Sam off hawking Tommity for scientific experiments.

Unknown to Sam, the Tibetan creature that woke him in the morning was the richest family in Swampton's lost pet. With Sam was off and running about, Marley has secretly returned the pet, collected the big cash reward, and purchased the Zonkotronic. Each time Sam heads out on another fool's errand, he and Jose are hitting the game. They also take advantage of Tommity by promising him he can play just as soon as he cleans the house, mows the lawn, cooks them lunch, and so on.

Each time Sam comes home, more frustrated than before, the gang hides the game and pretends to be having a blast playing the silly manual "pong" game that Jose built out of toothbrushes. Tommity accidentally lets the cat out of the bag, which sends Sam on a Whack Attack above and beyond normal – a full blown Code Red Ultra Whack Attack that sends all of Swampton into a Whack Attack. Once the detritus settles, they all sit around playing the Zonkotronic, while Tommity continues to run all over town in hopes of finally getting his turn.

Trick This Bike

Jose is sad. Everyone in his family, even his tiny grandmother, have won heaps of awards for fixing up and tricking out every means of transport known to man. Everyone except Jose. When Marley informs him that D-Licious Lick's TV show, Trick This Bike, is coming to town to stage their big national contest, he realizes he has to get the guys to help him build the prize-winning bike. Sam doesn't wait a beat to laugh at the idea (as he does with most ideas that aren't his own), until Marley tells Sam that the Totally Sweet Ninja Posse and the Illuminati have already entered. Sam is always trying to show up these guys. Sam stops laughing and declares himself the team leader and anoints Tommity their tool wench.

The gang overcomes their usual bickering to try and win this thing – for the most part. Marley manipulates Sam into a Whack Attack to slow the other teams down. The Illuminati fight back by spraying their pixel dust and sending Tommity into bike destroying sneezing fit. The Ninja Posse are throwing sweet nun-chuck moves everywhere. The groups are spending a lot more energy sabotaging each other than they are building bikes, until they all realize there is only a day left before the competition and no one has a bike to enter! The shock of this leads to even more bickering and all three teams begin to dissolve.

Jose is downright sad, which breaks Marley's heart. He bends his full trickster will to getting the three teams to join forces into the Super Fantastic Swampton Bike Tricking Team Alpha, with Jose as the leader.

Judgment day comes. Team after team proudly roll out a parade of super tricked out bikes, each more amazing than the last. Our gang is last up. They push out a squeaky little dorky bike with a banana seat and tassels. Before the other teams can finish laughing at this pathetic sight, Jose pushes a button. Before you can say Bling, Blang, Boom, that thing transforms into the most incredible tricked-out bike D Licious Lick has ever seen. The bike is magical – it illuminates, it pulsates, it shines. It even knows karate.

Stories

Pizza Parlay

Friday night means one thing for the boys – Pizza Night! Even better, the gang has convinced Tommithy to work at the Pizza Parlay down the street so they can get free pizzas and extra toppings whenever he’s working. But they arrive at the Pizza Parlay only to find that the entire building has been destroyed. From underneath the rubble, a dough and tomato sauce covered member of the Totally Sweet Ninja Posse tells them that while he and his gang tried to defend the Parlay from the evil Pizzanisaurus monster, it stole all the pizza supplies and Tommithy too.

The gang is heartbroken, except for Sam, who is on the verge of a pizza deprived Whack Attack. Marley feels guilty for convincing Tommithy to work there. Jose agrees it’s all Marley’s fault. Sam is just mad he can’t have any pizza. Jose and Marley decide to track down every other pizza place in Swampton and find Tommithy. Sam joins them, hoping only to get some pizza.

After finding every pizza place in town in ruins, they end up in a strange part of town where a last pizza joint remains standing. They rush in to find the Pizzanisaurus monster in mid-pillaging, Tommithy in its clutches. He seems to be enjoying himself as the monster rushes off, leaving nothing but crusts and wreckage in its wake.

They follow the monster to its lair. While Marley and Jose are cooking up a plan to rescue Tommithy, the smell of all that pizza on the monster’s breath provokes a mild pepperoni deprived Whack Attack for Sam, blowing their cover. The monster is heading their way, looking at them like they were a bunch of slices with extra cheese, when who should arrive on the scene but a totally vengeful Totally Sweet Ninja Posse. Friday night was their Pizza Night too. It’s a messy fight indeed. Much dough is splattered, sauce spilled, sausage launched, but in the end, the Pizzanirsaurus is defeated, even tamed.

So, what to do with all those pizza supplies? With Marley’s ingenuity, Jose’s craftsmanship, Sam’s willingness to do whatever is necessary to get some pizza, and Tommithy’s mad pizza throwing skills, they turn the monster’s lair into the hippest pizza joint in Swampton. The now docile Pizzanisaurus monster serves as most excellent entertainment. All of Swampton lines up for the best pizza they’ve ever had.

Milk Shake

The foursome are hanging out on a bench at the mall eating ice cream cones when a mob of screaming people go running by screaming “Milk Shake!,” carrying “Milk Shake” signs, and covered in head to toe in “Milk Shake” gear. Once the dust settles from the passing mob Sam realizes Jose, Marley and Tommithy have gone with it, leaving him there all alone. Sam finds them with the rest of the mob dancing and cheering at an in-mall concert of the band “Milk Shake.”

Sam isn’t interested in the band as much as he’s upset that no one is paying any attention to him anymore. Even more so, Sam recognizes the power of fame and decides he himself is destined for stardom. “How hard could it be?”

Marley pretends fame would be annoying as everyone would always want to hang out with them. Jose is excited about applying his skills by building the most incredible stage ever. Tommithy stuns everyone when he begins to play around with a turntable in the mall’s music store and discovers a natural talent for scratching.

Milk Shake hears Tommithy’s performance and tries to recruit him to “scratch” for them. Sam, having none of that, starts to break out in song and dance. Jose whips out a full on stage show. Marley breaks out a bass guitar and a new band is born. All cameras point to them and record their surprisingly amazing performance.

Unknown to anyone, a squad of aliens from the planet Umfufu was sent to earth, and the mall, to abduct Milk Shake for their own entertainment. Based on all the attention, the aliens assume Sam and the gang are the real band and abduct them. Watching TV from captivity on Umfufu, the boys see that their song is a massive hit across the globe. Too bad they aren’t on earth to reap the attention!

After finally escaping from Umfufu’s grasp through a well deployed, and particularly massive Whack Attack, they return to earth to soak up their fame, only to find everyone is sick and tired of the hit song. They try to create a new song, but it’s nothing like the first one and everyone makes fun of them and calls them “has beens” and “one hit wonders’.

We end on them at home watching themselves on UH-1’s “one hit wonders” show.



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**ME
ROLA**