

THE SYNOPSIS!

THE WEEKLY ADVENTURES OF DETECTIVE DOYLE IS A STORY ABOUT A DETECTIVE WHO LOVES HUNTING TREASURE AS MUCH AS HE LOVES BUSTING CASES.

SET AGAINST THE GRITTY NOIR BACKDROP OF *SHADOW CITY*, OUR HEROES ARE NOWHERE NEAR HARD-BOILED. DESPITE BEING THE BEST IN THEIR FIELD, THEY ARE SILLY AND FUN, AND TREAT THEIR CASES LIKE KIDS PLAYING A GAME OF COPS & ROBBERS.

THE SHOW IS JUST AS STEEPED IN THE CARTOONISH NOIR WORLD OF DICK TRACY AS IT IS THE GOOFY ADVENTUROUS TONE OF FLASH GORDON. WHEN OUR CAST OF CHARACTERS AREN'T SOLVING CRIMES AND FIGHTING CRIMINALS, THEY'RE GRAPPLING WITH MONSTERS AND SUPERNATURAL PHENOMENA. AND STILL THEY FIND TIME TO HUNT TREASURE.

DETECTIVE DOYLE...
WHERE ARE YOU???

WHAT? WHAT? WHAT COULD IT
BE THAT CAME UP, OUT OF THE
QUICKSAND
??????



CRIME
MYSTERY OF
THE MONTH



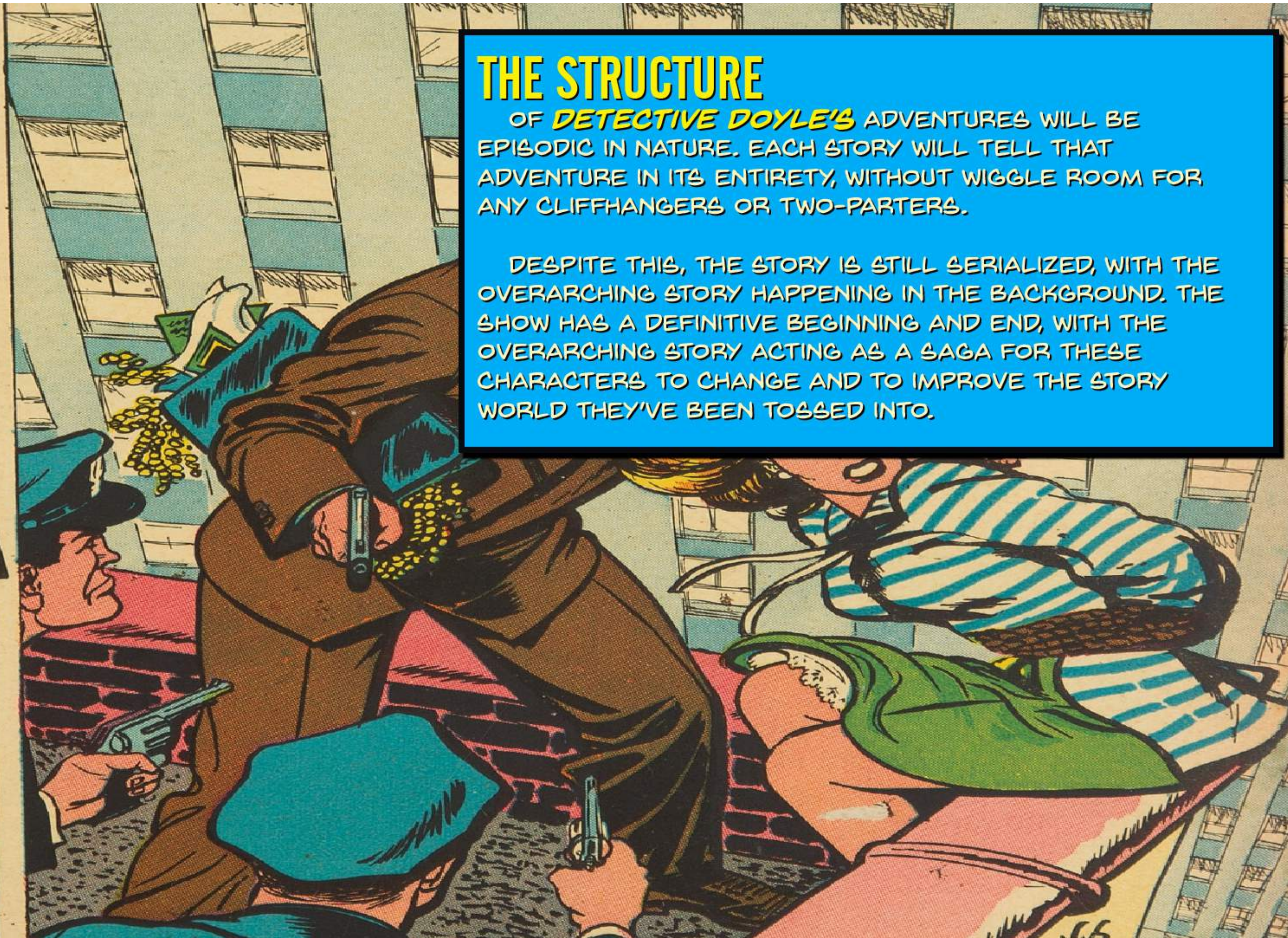
VIOLET
RAY TRAPS
COUNTERFEITERS



THE STRUCTURE

OF *DETECTIVE DOYLE'S* ADVENTURES WILL BE EPISODIC IN NATURE. EACH STORY WILL TELL THAT ADVENTURE IN ITS ENTIRETY, WITHOUT WIGGLE ROOM FOR ANY CLIFFHANGERS OR TWO-PARTERS.

DESPITE THIS, THE STORY IS STILL SERIALIZED, WITH THE OVERARCHING STORY HAPPENING IN THE BACKGROUND. THE SHOW HAS A DEFINITIVE BEGINNING AND END, WITH THE OVERARCHING STORY ACTING AS A SAGA FOR THESE CHARACTERS TO CHANGE AND TO IMPROVE THE STORY WORLD THEY'VE BEEN TOSSED INTO.





DETECTIVE DOYLE

IS THE MOST ESTEEMED DETECTIVE OF HIS TIME, AND HIS ECCENTRIC PERSONALITY AND OFFBEAT METHODS HAVE MADE HIM KNOWN AROUND THE WORLD.

IN HIS OFFTIME, HE HUNTS TREASURE, AND SEEKS OUT CASES THAT ALLOW HIM TO PURSUE AN ARTIFACT WHILE CHASING HIS SUSPECT.

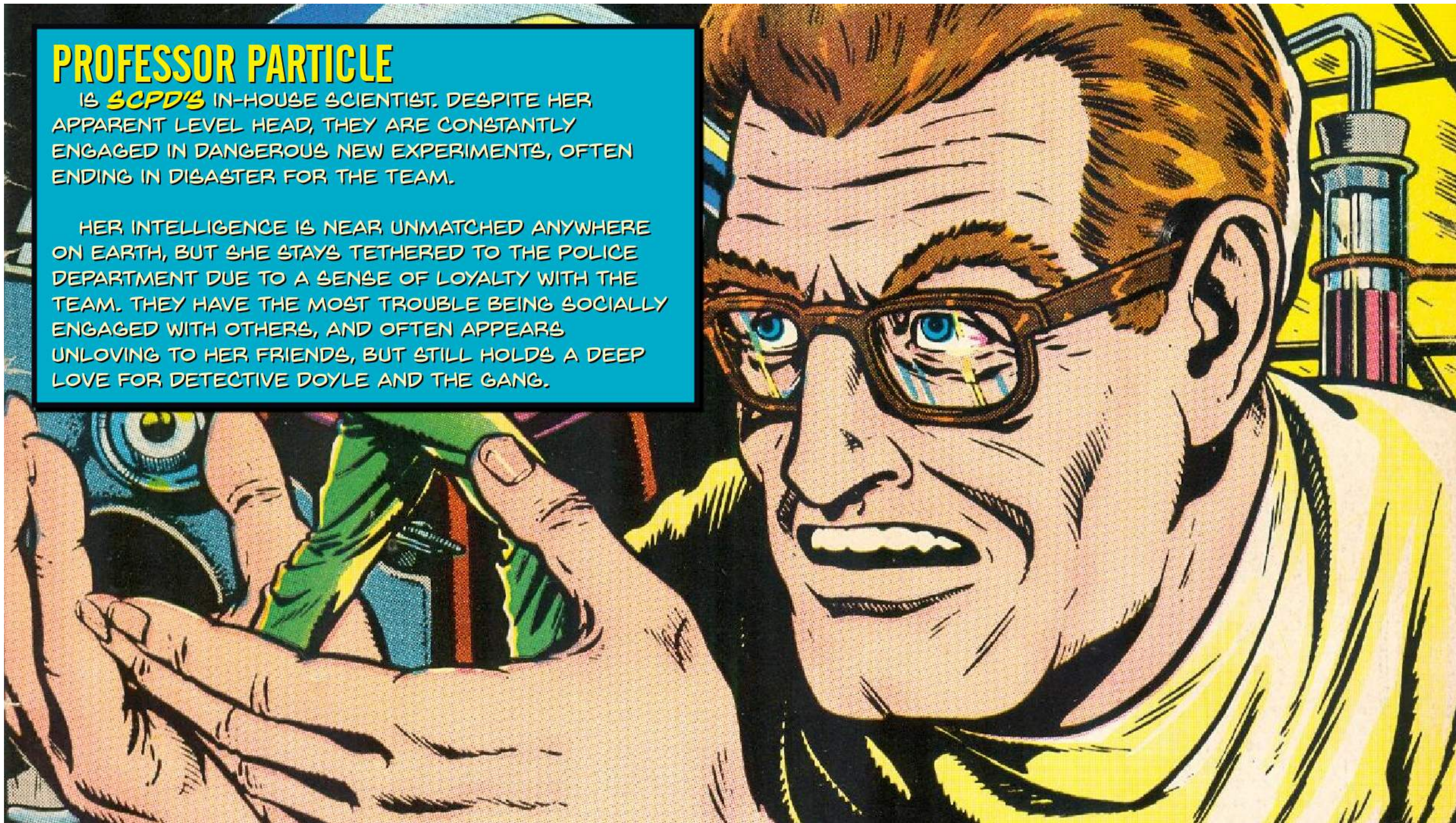
DOYLE CONTRASTS WITH OTHER FICTIONAL DETECTIVES IN HIS GOOD SPIRITED NATURE. HE TREATS HIS FRIENDS AND ADVERSARIES WITH THE SPIRIT OF A BOY SCOUT. HE BELIEVES HIS MOST HATED FOE CAN BE HIS BEST FRIEND.

WHERE MOST HARD-BOILED, GRIZZLED PRIVATE EYE'S WOULD DO ANYTHING TO MAKE THE WOMEN IN HIS DEPARTMENT FALL IN LOVE WITH HIM, **DOYLE** WOULD PREFER TO MAKE ANOTHER FRIEND.

PROFESSOR PARTICLE

IS *SCPD'S* IN-HOUSE SCIENTIST. DESPITE HER APPARENT LEVEL HEAD, THEY ARE CONSTANTLY ENGAGED IN DANGEROUS NEW EXPERIMENTS, OFTEN ENDING IN DISASTER FOR THE TEAM.

HER INTELLIGENCE IS NEAR UNMATCHED ANYWHERE ON EARTH, BUT SHE STAYS TETHERED TO THE POLICE DEPARTMENT DUE TO A SENSE OF LOYALTY WITH THE TEAM. THEY HAVE THE MOST TROUBLE BEING SOCIALLY ENGAGED WITH OTHERS, AND OFTEN APPEARS UNLOVING TO HER FRIENDS, BUT STILL HOLDS A DEEP LOVE FOR DETECTIVE DOYLE AND THE GANG.





THE CHIEF

IS THE HEAD OF THE **SHADOW CITY** POLICE DEPARTMENT, PUT IN CHARGE AFTER AN UNDISCLOSED INCIDENT WHEN SHE WAS HEAD OF **THE CIA**.

FOR BETTER OR WORSE, THE CHIEF HOLDS JUST AS MUCH LOYALTY TO HER POLICE FORCE AS SHE DOES TO HER COUNTRY. AND DESPITE BEING OUSTED FROM HER FORMER AGENCY, SHE STILL HOLDS GREAT REVERENCE FOR IT.

DESPITE HER SHADOWNY PAST, SHE QUICKLY GROWS FOND OF THE TEAM, AND BECOMES MORE WILLING EVERY WEEK TO SANCTION THEIR INCREASINGLY DANGEROUS ADVENTURES.

DOT

IS THE NEWEST EMPLOYEE AT *SCPD*, AND THE ONLY CIVILIAN IN THE STATION. SHE WORKS AS A FILE CLERK, BUT HER WANDERLUST PREVENTS HER FROM GETTING ANY WORK DONE.

SHE CONSISTENTLY ASKS *DOYLE* IF SHE CAN JOIN THE TEAM, OR EVEN BE A BYSTANDER TO THEIR ADVENTURES. SHE OFTEN WRIGGLES HERSELF INTO THEIR CASES AS A STOWAWAY, ALWAYS PUTTING HERSELF INADVERTENTLY INTO HARM'S WAY.

DESPITE THE TEAM'S FEELING THAT SHE WILL NEVER BELONG IN THEIR RANKS, SHE IS QUICKLY ABLE TO PROVE HER WORTH AS A VALUABLE ASSET.





MR. GRIM

IS A HORRIFYING MONSTER, A NOSFERATU-LIKE CREATURE WHO IS A MEMBER OF **DR. LOOTER'S GANG** OF CRIMINALS. IN SPITE OF HIS HISTORY, HE IS THE MOST PURE-HEARTED OF THE GROUP, AND THE ONE WITH NO IMPURE THOUGHTS OR IMPULSES.

AFTER AN EPIPHANY, HE DECIDES TO LEAVE CRIME FOREVER AND TURNS HIMSELF IN TO DETECTIVE DOYLE. SINCE HE DID NOT COMMIT ANY CRIMES UNDER LOOTER, AND SEEMS TO HAVE COME WITH GOOD INTENTIONS, **DOYLE** DECIDES TO TAKE HIM UNDER HIS WING AGAINST THE RECOMMENDATION OF HIS COLLEAGUES.



DR. LOOTER

IS A DISGRACED ARCHAEOLOGIST, WORLD RENOWNED TREASURE THIEF, AND A CRIMINAL MASTERMIND. HIS POWER KNOWS NO BOUNDS, AND NO MATTER WHAT LENGTHS **DOYLE** GOES TO TO STOP HIM, HE ALWAYS COMES BACK IN SOME FORM.

LOOTER HAS HIS UNDERLINGS STATIONED AT EVERY CORNER OF THE CITY, AND HAS CONNECTIONS AROUND THE WORLD. NO MATTER HOW FAR THE TEAM RUNS FROM **LOOTER**, THEY ALWAYS FIND THEMSELVES WELL IN HIS GRASP.

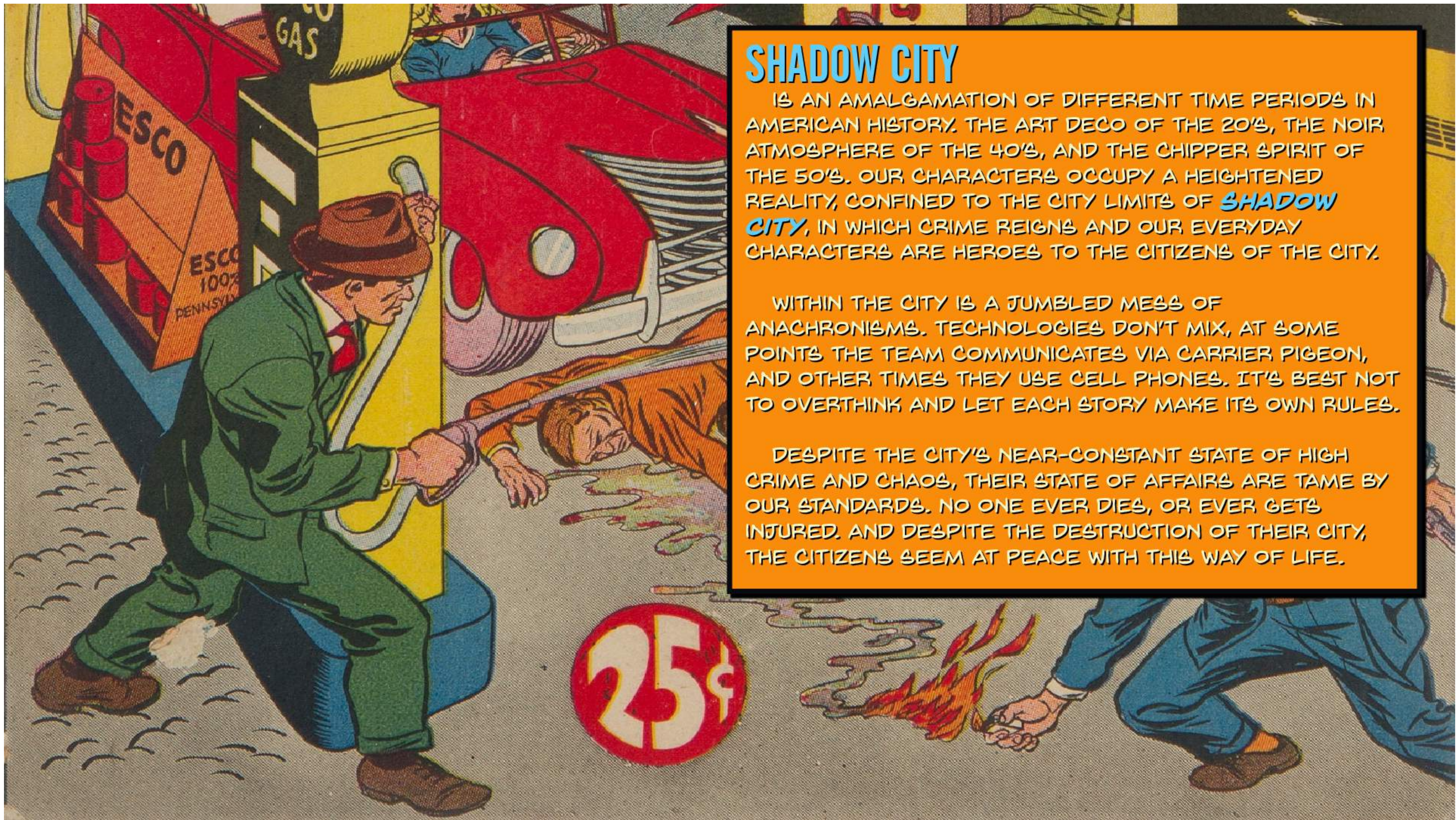
LOOTER'S GANG

IS THE GREATEST BUNCH OF MISFITS *SHADOW CITY* HAS EVER SEEN. ONCE WELL RESPECTED, HIGHER CLASS MEMBERS OF THE CITY'S MACRO SOCIETY, THEY ARE FORCED TO TURN TO CRIME AFTER AN UNPRECEDENTED ECONOMIC CRISIS. EACH MEMBER OF THE GANG IS IN IT FOR DIFFERENT REASONS: SOME WANT MONEY, SOME WANT TO REGAIN SOME SEMBLANCE OF POWER, AND SOME JUST WANT TO GET INTO MISCHIEF.

EACH GANG MEMBER HAS A DISTINCT PERSONAL QUALITY OR PHYSICAL TRAIT THAT MAKES THEM MEMORABLE, AND THEIR NAMES REFLECT THEIR ONE-NOTE IDENTITY. FOR EXAMPLE A GANGSTER NAMED MUTE NEVER SPEAKS, OR ANOTHER NAMED STILTS IS TEN FEET TALL.

AND LIKE THE HEADS OF A HYDRA, WHENEVER *DOYLE* AND HIS TEAM LOCK UP ONE MEMBER OF *LOOTER'S GANG*, ANOTHER ONE POPS UP THE NEXT DAY.





SHADOW CITY

IS AN AMALGAMATION OF DIFFERENT TIME PERIODS IN AMERICAN HISTORY. THE ART DECO OF THE 20'S, THE NOIR ATMOSPHERE OF THE 40'S, AND THE CHIPPER SPIRIT OF THE 50'S. OUR CHARACTERS OCCUPY A HEIGHTENED REALITY, CONFINED TO THE CITY LIMITS OF **SHADOW CITY**, IN WHICH CRIME REIGNS AND OUR EVERYDAY CHARACTERS ARE HEROES TO THE CITIZENS OF THE CITY.

WITHIN THE CITY IS A JUMBLED MESS OF ANACHRONISMS. TECHNOLOGIES DON'T MIX, AT SOME POINTS THE TEAM COMMUNICATES VIA CARRIER PIGEON, AND OTHER TIMES THEY USE CELL PHONES. IT'S BEST NOT TO OVERTHINK AND LET EACH STORY MAKE ITS OWN RULES.

DESPITE THE CITY'S NEAR-CONSTANT STATE OF HIGH CRIME AND CHAOS, THEIR STATE OF AFFAIRS ARE TAME BY OUR STANDARDS. NO ONE EVER DIES, OR EVER GETS INJURED. AND DESPITE THE DESTRUCTION OF THEIR CITY, THE CITIZENS SEEM AT PEACE WITH THIS WAY OF LIFE.



FREE
WITH THIS OFFER

EPISODE CONCEPTS

EPISODE 1: THE MISSING MUMMY - AFTER FUMBLING A HIGH-PROFILE CASE, DETECTIVE DOYLE MUST REDEEM HIMSELF BY RECLAIMING A STOLEN SARCOPHAGUS FROM DR. LOOTER.

EPISODE 2: THE ROGUE PROFESSOR - PROFESSOR PARTICLE GRAPPLES WITH A FORMER COLLEAGUE, WHO HAS GONE INSANE AND THREATENS TO DESTROY THE CITY.

EPISODE 3: THE CREEPY CRYPT - DETECTIVE DOYLE IS ASKED TO TAKE A LOOK INSIDE A HISTORICAL CRYPT, ONLY TO BE IMPRISONED BY ITS VAMPIRIC HOST!

EPISODE 4: THE SECRET SCROLLS - DETECTIVE DOYLE IS ASKED BY A HISTORICAL SOCIETY TO TRANSLATE AN ANCIENT DOCUMENT, WHICH TEACHES HIM A HORRIBLE SECRET ABOUT THE PAST OF SHADOW CITY.



EPISODE 5: THE EXPERIMENT GONE AWRY - PROFESSOR PARTICLE ATTEMPTS A BOLD EXPERIMENT, AGAINST THE ADVICE OF HIS TEAM, AND INADVERTENTLY CREATES A MONSTER.

EPISODE 6: THE WACKY WORLD'S FAIR! - DETECTIVE DOYLE AND HIS TEAM ARE INVITED TO ATTEND THE WORLD'S FAIR, NOT KNOWING THIS YEAR'S WORLD FAIR IS BEING RUN BY DR. LOOTER.

EPISODE 7: THE BURDEN OF KNOWLEDGE - PROFESSOR PARTICLE CREATES A MEDICINE WHICH CAN INCREASE ONE'S INTELLIGENCE, BUT THIS MEDICINE COMES WITH HORRIFIC SIDE EFFECTS.

EPISODE 8: THE CRAZY COMPUTER - THE TEAM BUYS THEIR FIRST COMPUTER, ONLY FOR ALL OF THEM TO BECOME TRAPPED IN CYBERSPACE.



COMPLETE IN THIS ISSUE!
AN ILLUSTRATED
TERROR-TALE FROM THE
HAUNT OF FEAR!

NO... NO...
DETECTIVE DOYLE, SAVE ME!



**CREATED BY
LUCAS NYHUS**

