

# THE DOUGLAS FIVES

**“A comedy that will leave you (log) rolling on the floor.”**

**Bible  
(third draft)**

# **OVERVIEW.**

## **What is this all about now?**

The short version is *The Douglas Furs* is an original cartoon series about a community of animals living together in an otherwise unpopulated corner of the Pacific Northwest. Together, they form a township which they call, "Douglas". That's how come the pun in the title. It's important to note that these animals exist in that time honored cartoon half-world between beasts and men. Though they hold down jobs, use complex machinery and return their library books late, they still remain animals. It's like William Shakespeare said, "A bear will always be a bear, even if he's wearing overalls."

## **Are there people in there, too?**

No. The township of Douglas was founded entirely by not-so-wild animals just over 200 years ago and has existed completely without intrusion or influence from any "people", as you call them. The casual observer will note that many of their systems of living share marked similarities with those you might find in any typical American small town, but rest assured that this is purely coincidental and should not be seen as evidence of the creators' lack of imagination. All cultures develop to suit the needs of their population. In this case, it just so happens that we share many of the same basic needs: food, shelter and sweater vests, not always in that order.

## **So is it funny or what?**

That's what I was thinking! Like *Spongebob Squarepants*, *The Simpsons* or *Guns N' Roses*, the lion's share of the humor comes from the characters themselves. Douglas is populated by a broad spectrum of personality types and, since it's such a small town, anybody's business invariably becomes everybody's business. Small conflicts between characters can quickly combust into community-wide explosions.

The *Douglas Furs* brings a tapestry of characters as rich, varied and hilarious as your own family reunion. Shared histories, secrets and personal vendettas might all come into play at a moment's notice or lay dormant like a spring-loaded pie trap. Though it should be said, group dynamics will not necessarily be the focus of the storytelling, just an additional dimension. Most stories will be contained to two or three main characters with brief appearances by others where it makes sense or sometimes even where it doesn't.

Since the burden of the show rests on the characters being funny, we decided to make them funny to begin with. It just seemed easier that way. To that end, we took care to ensure that our stable includes characters of every status, size and alignment – from emotionally volatile to enervatingly vivacious! From breezily optimistic to breathlessly overworked! From strangely unsettling to symptomatically unprepared! And there are even a couple of "bad guys", too.

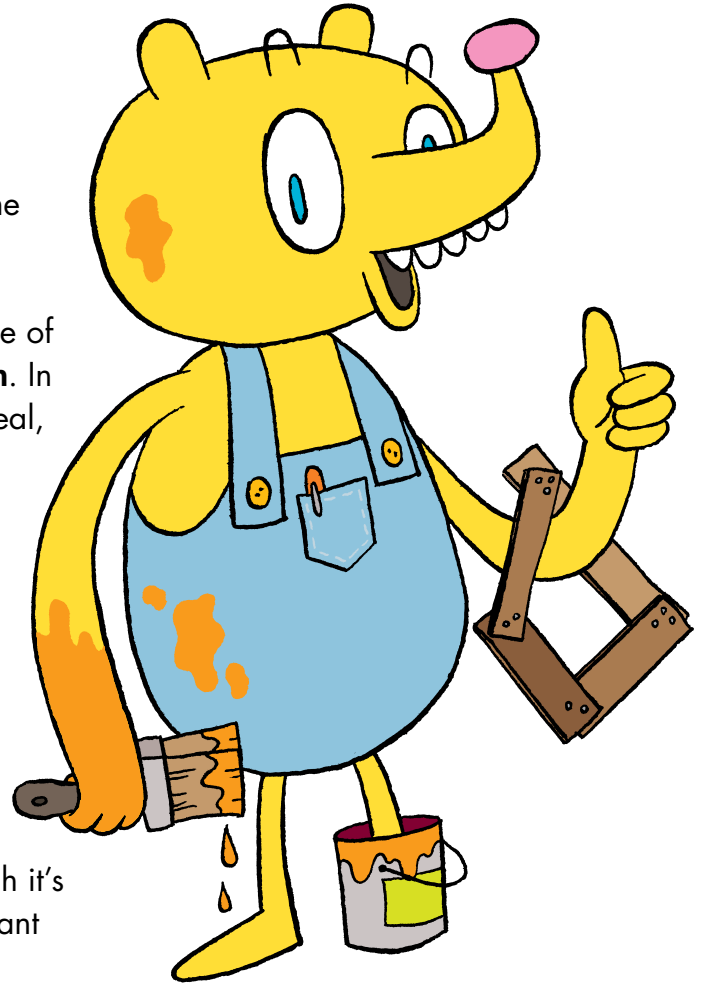
For more information about the characters of *The Douglas Furs*, please turn the page now.

# CHARACTERS.

## Barry. (A bear.)

Every great story needs a **loveable idiot** at its center. Ours is Barry. Barry has lived in Douglas ever since he can remember, which depending on his blood sugar level, could be as little as five minutes. Barry's brain functionality is directly related to his most recent intake of food. **As his stomach grows emptier, so does his brain.** In other words, the farther away he gets from his last meal, the farther away he gets from his optimal intelligence level. (Note: Barry's *optimal* intelligence level is still somewhere below the average.)

While it's fair to say that **innocence and naivete** are components of Barry's character, he's no wide-eyed child, speechless and dreamy in the presence of wonder. Quite the contrary! Barry is a **loud, active celebrator** of every new experience. He **loves life!** Even the most normal, everyday things can get Barry **excited** and **revved up** to a surprising extreme. Though it's also true that his rabid interest may change in an instant with the discovery of some new stimuli.



For example, upon seeing an anthill, Barry might marvel at the ants' ingenuity and suddenly decide that he's going to follow their lead and live underground. So, he immediately starts digging a hole. That goes great until he sees a snail and realizes the unbridled genius in having your own portable house. Before starting on that project though, his eye catches a bird's nest and he's suddenly wholly convinced that he needs to live in the trees. Etc, etc. Each new discovery is a thrilling revelation to Barry and opens up worlds of possibility.

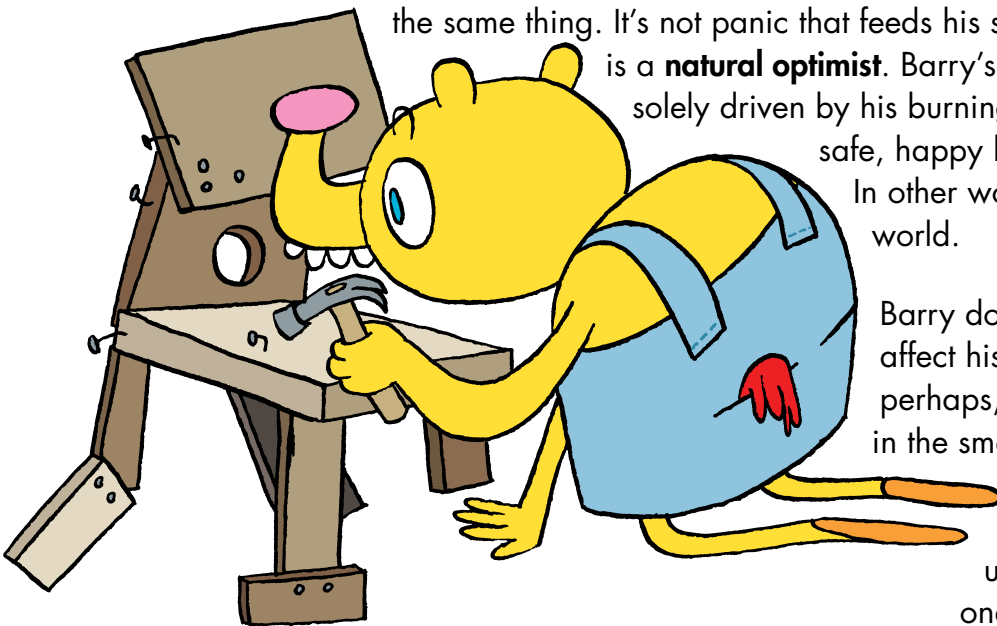
Barry's **enthusiasm to an almost manic degree** and his **positive energy** is a powerful motivating force for others. When Barry latches on to what he perceives as a good idea, it's all but impossible to dissuade him from seeing it through. Unfortunately, **his ideas are not always good.** His stubbornness against listening to reason can drive others crazy. The best solution is to distract him; a feat which is much more easily accomplished.

Barry serves as the **town handyman** and **jack-of-all-trades**. It's a job that suits him well and he actually demonstrates a fair amount of natural ability with minor repairs and construction projects. This position also fits his **gregarious personality** well. Barry is **very social** and feels at his most comfortable in the company of others. Since he's a **genuinely pleasant** and **affable** guy, he's usually welcomed warmly into the home of most every citizen of Douglas.

For Barry, the very best aspect of his job is that it allows him to fulfill his primary goal: Keeping Douglas Douglas. Barry **supports Douglas to the absolute max** and, as such, will do whatever he can to maintain its state of perfection. He takes the “broken window theory” to a ludicrous extreme and sees himself as the town’s first line of defense against everything falling into chaos. So, when something is wrong – even a thing as mundane as a burnt-out light bulb – he sees his job of replacing that bulb as nothing less than a sacred mission to protect all of Douglas from utter destruction.

Barry has a **vivid and wild imagination** and can easily **convince himself of almost anything**. For example, if the dim lighting caused by that single burnt-out bulb, which is right in front of City Hall, causes the Mayor to stumble over a stair, knocking his glasses off, which are then accidentally stepped on and broken by one of the Mayor’s own aides as they rush to help him up... well, what if right then, when he is handed a giant pair of scissors to cut the ribbon celebrating the 100th anniversary of Douglas’ beloved apple tree, “Ol’ Sourtooth”, what if the Mayor – in his myopic haze – mistakes a power cable for the ribbon and snips it in half which shoots a shower of sparks into the crowd and sets ablaze the very tree he is there to honor? As the conflagration spreads, panic races through the town, brother turns against brother and in the morning all that remains is a pile of cinders and regret!! **WHAT THEN?!**

This is why Barry takes **great pride** in his role and considers himself not just the town handyman but also its unofficial **guardian, steward, and protector** – even if all of those words mean essentially the same thing. It’s not panic that feeds his sense of responsibility, for Barry is a **natural optimist**. Barry’s need to stave off devastation is solely driven by his burning desire to maintain Douglas as a safe, happy haven for himself and his friends. In other words, the best place in the whole world.



Barry doesn’t let his **lack of deep intellect** affect his life. He doesn’t dwell on (or is, perhaps, unaware of) any major difference in the smarts department between himself and others. When he encounters something that he doesn’t understand, he typically responds in one of two ways:

1. He feigns a learned familiarity and knowledge, offering his own misguided insights based on whatever bizarre assumptions he makes. He truly believes that no one is any the wiser to this pretense and the deeper his story goes, the more Barry ends up believing that he actually knows what he’s talking about – erasing all of his own doubts and letting a wholly unearned confidence take over. It’s kind of a perfect machine.
2. Change the subject. Usually to bees.



**Barry hates bees.** In return, the bees love to torment him. These two have had an antagonistic relationship their entire lives. The Bees, always appearing as a swarm, relentlessly taunt and pester Barry, forming their swarm into insulting gestures and caricatures of Barry. When Barry attempts to attack, they scatter and reform behind him. It's as impossible as trying to fight the wind, a lesson that Barry has yet to fully grasp. What makes this relationship all the more acutely painful is that Barry, like any famous bear, loves honey. The irony is bitter: Barry's most fervently desired object is under the total control of his sworn enemy. It's enough to make you cry.

However, Barry has a solution. The bees have won the coveted Blue Ribbon in Douglas' annual Best In Honey competition ever since the contest was first held. They have a clear advantage, after all. But, as an act of vengeance, Barry has made it his life's mission to take that trophy away from them. He is relentlessly driven in his pursuit to make a superior, bee-less honey and is constantly experimenting with different techniques and pollen sources. He frequently presses his latest "Bear Honey" attempts on his friends and neighbors but, so far, the results have proven... unsatisfactory. Or, to be more accurate, disgusting. Undaunted by this succession of failures, Barry strives on. His victory over the apian menace will not be denied!

LOVES: Douglas. Honey. Life.

HATES: Bees! Exclusion. Vandalism.

WANTS: Camaraderie. Comfort. Happiness For All.

FEARS: The dark. Loneliness. Mushrooms.

## Mary-Margaret. (A Marten.)

**Mary-Margaret** is the elementary-school age daughter of Douglas' leading intellectuals. Her father, **Myron**, is a critical studies professor at the local university, while her mother, **Dagmar**, is Douglas' most esteemed (and only) deep-Jungian psychiatrist. Mary-Margaret spent her first several years under their microscope, where every action of hers was analyzed, discussed and debated before her parents found agreement on an appropriate reaction. Mary-M eventually grew exasperated by this process and became entirely **free-spirited and a self-starter**. In their own way, Mary-M and her parents have an infinite amount of love and affection for each other, though it may seem a little clinical to an outsider's perspective.

Mary-Margaret attends **Rutherberry Elementary**. Naturally **intelligent**, Mary-M could easily be the highest academic achiever in her grade, but instead of studying and doing her homework, she chooses to spend the vast majority of her time on her extra-curricular activity – working for the school newspaper, **The Rutherberry Bullhorn**. As a result, she chalks up a lot of absences and less than stellar grades which always threaten to lead to expulsion, or, even worse, forced tutoring from her fellow student and social rival, **Bernadette, a lovely turtle**. Mary-M is always sure to complete just the bare minimum of schoolwork that she can in order to avoid that fate.

Mary-M is the Bullhorn's star **investigative journalist**, a role which she takes very, very seriously. The position feeds her **all-consuming curiosity**, or as her peers simply call it, "**being a nosy-pants**". Her efforts have single-handedly made the Bullhorn the most-read paper in Douglas, all but putting the "professional" paper, the Douglas Herald-Gazeteer, out of business. As a result of her **no holds barred** approach to the story, Mary-M might just be **the most dangerous citizen of Douglas**, except for the fact that she's an elementary school student. This creates an unusual dynamic where others know they ought to take her seriously but just can't because of her youth. "**She's such an adorable little cutey!**" Inside, she loathes not being respected for her maturity, intelligence and accomplishments, but she is more than **willing to use others' underestimation to her advantage**.



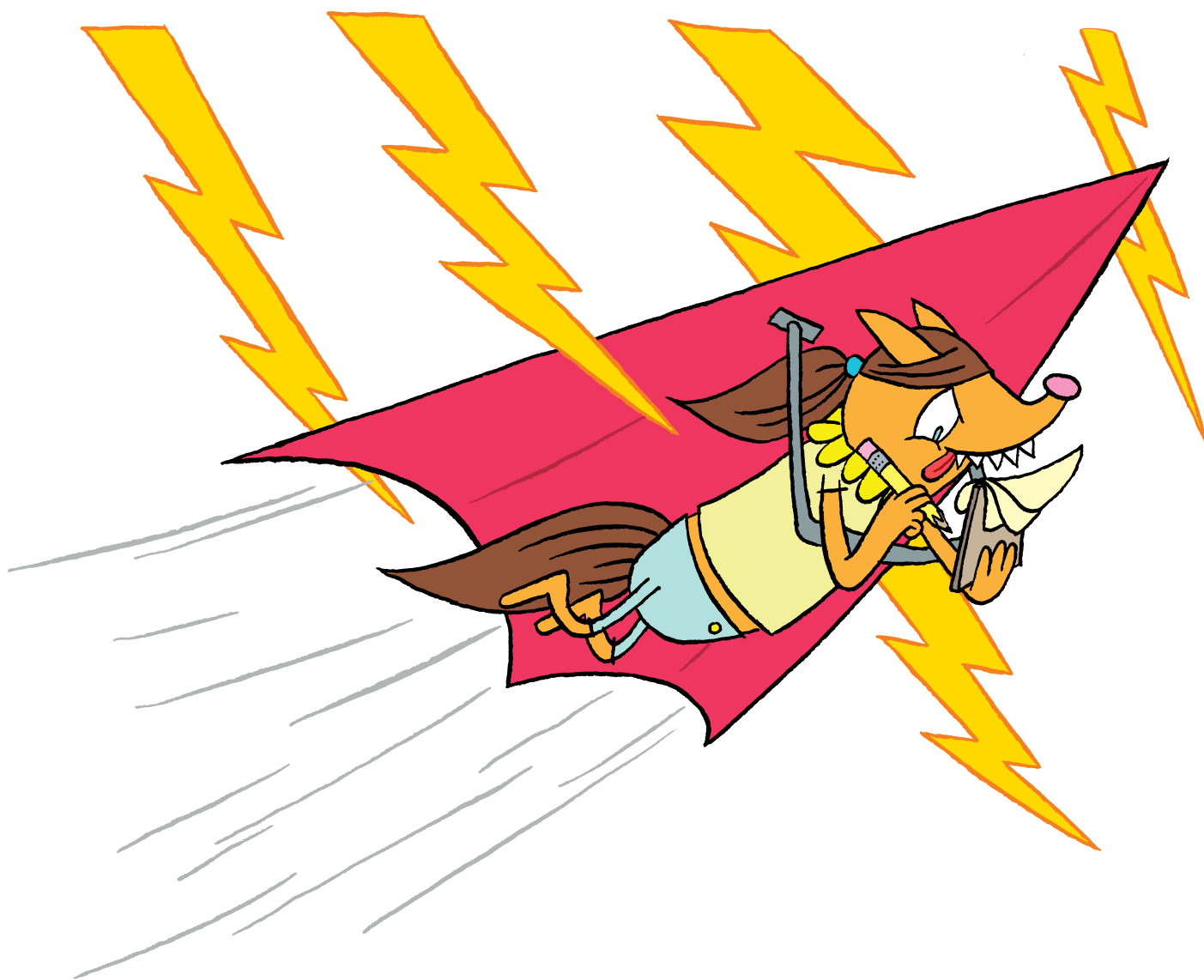
In her search for a story, Mary-Margaret is **utterly fearless, with absolutely no regard for personal safety**. Due to her **small size and flexibility**, Mary-M and her notepad can get into almost any space unnoticed, though she sometimes has to battle her **intense claustrophobia** to do this. She has proven herself to be **an unparalleled eavesdropper** and prides herself on **knowing all of the town's secrets**, often before they do. Her **strong journalistic ethics** prevent her from publishing anything purely tabloid in nature. She only writes legitimately important stories with verifiable sources. Her friend, **Carl, a near-sighted eaglet**, is the paper's photographer and serves as a very strong ally to Mary-M, especially since he's not so secretly in love with her.

LOVES: Adventure. Hard work. Peppermint candies.

HATES: Taildraggers. Sleeping. Soggy cereal.

WANTS: Secrets. Respect. To grow up faster.

FEARS: Claustrophobia. Missed opportunity. Not being in control of her emotions.



## **Viktor. (A chimpanzee.)**

Before he came to Douglas and at some point in the neither very near nor very distant past, Viktor was a celebrated **Cosmonaut** of what we would call vaguely Eastern European descent. On his final lift-off – a mission that would have sent him hurtling past Mars and Jupiter to be locked in orbit around Saturn – the rocket he was piloting failed, veered way off course and **crash-landed in Douglas**. (He suspects the rocket was tampered with by a jealous rival.)

Since that time, his main pursuit has been to repair the rocket and resume his mission. However, due to Douglas's non-advanced state of technological development that goal remains far outside his reach. So, he remains an **unwilling resident**, but he's gradually warming up to living in the township. Maybe.

By most metrics, Viktor is **the most intelligent citizen of Douglas** and his **scientific prowess is completely unmatched**. He spends most of his free time re-purposing parts from his wrecked rocket to create new devices. The inventions almost always function exactly as planned and without error despite their jerry-rigged quality. A trait which is lamentably inherit since Viktor is limited to only the machinery at hand and whatever he can find in the greater Douglas area.

Viktor is **skeptical** and even **paranoid** of almost anything outside his world. As such, he rarely leaves his home for fear of saboteurs. He's **not against helping others**, but he wants all the information first and would really prefer it if there was something in it for him, too. This is probably a holdover from his **Cold War-esque training**. Viktor's **primary driving force is his own ego**. He clearly understands that he is a **genius**. This leads to **megalomaniacal outbursts** and fantasies of **wrestling control of the town into his own hands**. He's **not inherently evil** – he just believes that everything would be much better if it were under his leadership. What makes it worse, is that he may very well be right.

Of all the characters in Douglas, Viktor is the most **prone to emotional outbursts**. He has a wide range of feeling and can change on a dime. Aside from the aforementioned paranoia, he is capable of swinging wildly from a **maudlin sentimentality** for the Motherland into the **maniacal, childlike joy** of discovery and then, without warning, a **bloody-eyed, blistering rage** at some injustice that only he sees. He's **totally unpredictable** which causes most others to behave on tenterhooks around him. Talking to Viktor can be sort of like talking to a drunk, **"You are my friend, now we must fight."**

LOVES: Solitude. Solutions. Uniforms.

HATES: Errors. Variables. Being told to take it easy.

WANTS: To return home. Power. Control.

FEARS: Insects. Eavesdroppers. Sympathy.



## Mayor Trewfuss. (An opossum.)

Quincy Trewfuss is the **oldest citizen of Douglas** and has served as the town's **extremely popular** mayor for an astonishing forty-two terms. With one brief exception at the beginning of his career, each of those forty-two terms have been consecutive. At the close of his first two-year term, he declined to run for re-election and happily handed the mayoralty off to someone else. He frequently **falls into a reverie** recalling those halcyon days of ecstatic solitude, free of demand or trouble. Eventually his idyllic life was shattered when he was unanimously re-instated by the public, **even though he wasn't running for office** and repeatedly resisted the position. He's held the title of mayor ever since and, though he dreads the thought, will likely retain it for the rest of his life.



Trewfuss is **entirely unsuited for a life in politics**. He is **skittish, fearful, apprehensive, easily bewildered** and **opposed to any and all conflict**. He lives in an eternal state of being **overwhelmed**. His frequent response to any crisis is to follow his natural tendencies and **play possum**. He literally pretends to be dead. It may have stopped fooling most folks a very long time ago but they understand that whatever calamity has come up has **pushed him to the edge**. So, in response, he is given time alone to regather his senses. As it turns out, it's become a very effective tool for him.

Those on the inside know that he is **only a figurehead** at this point. His deputy lieutenant mayor, **Beverly**, actually handles all the significant mayoral duties. Trewfuss reluctantly appears at ribbon cutting ceremonies, poses for photographs with civic leaders, sleeps his way through city council meetings and that's about it. Still, he remains perpetually **on the verge of a total nervous breakdown**.

LOVES: Night-time. Quiet. Being alone.

HATES: Camera flashes. Physical activity. Questions.

WANTS: Retirement. Freedom. His cocoa.

FEARS: Crowds. Immortality. Semi-strong winds.

## **Beverly (A Beaver.)**

Beverly is the single force that keeps Douglas functioning as a city. As **Deputy Lieutenant Mayor**, she performs all the responsibilities of not only her own position, but also the Mayor's and several other government officials. She's **vastly overworked** but somehow manages to hold it together, fulfill all her duties and put out the fires. Sometimes, literally. (She's also a volunteer firefighter.)

If it isn't already clear, Beverly is an **inexhaustible supply of energy**. Though, she'll at times exhibit signs of stress and fatigue, it never gets the better of her. She's as **reliable** as Old Faithful. There are moments though... **scary moments**, where it seems like the furies of nature itself are boiling underneath the surface and if she were to just let go, the entire universe as we know it would be irrevocably changed – and not for the better. Mostly though, she appears **bright, cheerful, eager** and **in complete control**.

Some might think that Beverly harbors resentment at Trewfuss for holding the title of Mayor, while she does all the actual labor – but nothing could be farther from the truth. She's much happier **accomplishing important tasks** whereas being required to attend all the formal dinners, ribbon cuttings and assorted mayoral ceremonies would only delay her from getting things done. She's more than satisfied to let Trewfuss handle that aspect of the job, as it allows her to concentrate on **solving real problems**.

Her hectic home life does not provide much of a relief from her career. She's happily married to **Garland**, who in addition to being father and primary care-giver to their children, is a semi-talented landscape painter. Her six kids, **three sets of twins**, are all very energetic and clamor for her attention.

Somehow, in her busy schedule, she finds time to secretly pen a series of wildly successful romance novels under the pseudonym, "**Flora Woodbride**". The profits from this endeavor continue to accrue in a hidden bank account known only to her.

LOVES: Her family. Her job. Checking things off.

HATES: Time wasters. Beating around the bush. Mumbler.

WANTS: Satisfied constituents. Managed growth. Civic pride.

FEARS: Loose ends. Losing control. A problem with no solution.



## Carl. (An Eaglet.)

Carl is Mary-Margaret's classmate at Rutherberry Elementary and the **staff photographer** for the school's newspaper, The Rutherberry Bullhorn. His ability to fly means that he **excels at aerial photography** and can get shots from many different angles. Carl is **drastically near-sighted** and requires a large pair of corrective lenses to approach "eagle-eyed". With the glasses on, he can see slightly better than most of the other animals in Douglas, but without them the world is a predominately blue and green blur.



In a lot of ways, Carl fits squarely into the **classic "nerd" stereotype**, e.g., he's **quiet, bookish, shy, a little physically awkward**, etc., but he has other qualities which don't fall so easily under that sad rubric. His parents have imbued him with a **strict sense of personal responsibility, justice and honor**. It's a code of ethics that has been handed down his **proud family line** for ages upon ages. He subscribes to it whole-heartedly and does his best to live up to the example set by his father and his fathers before him. It's a lot for a young guy like himself to take on but he's **unwilling to compromise his integrity**... well, except under specific conditions...

Carl hides a **feverish love for Mary-Margaret**, though she's entirely oblivious to it. She alone can cause him to step outside the boundaries of his family code, whether it's in pursuit of a story or just to find out what her parents are getting her for her birthday. All she needs do is ask and he melts. There is some remorse involved on his part but love is a powerful force and it makes short work of the guilt.

What Carl doesn't realize is that he is also the **subject of interest by many of the other girls** at Rutherberry. Unfortunately he is too **single-minded** to notice their adoration, even when it is at its most blatant. He lives every single day on the verge of either making his feelings known to Mary-Margaret or giving up on her entirely. It's a battle that's **tearing him apart** inside. For now, he channels that tension into being the best photographer he can be in hopes that it impresses Mary-M.

LOVES: Mary-Margaret. Historical fiction. Mary-Margaret!

HATES: Injustice. Bullies. His own shyness.

WANTS: To be a hero. To make his family proud. Muscles.

FEARS: Rejection. Loneliness. Puppets.



## Rainier Somerset-Psymthe. (A caribou.)

Rainier is not only **the wealthiest citizen** of Douglas, he is also the town's **single-largest employer**. He is the current scion of the storied Somerset-Psymthe lineage and, through no effort of his own, inherited the family business: **the Silky Beast line of personal shampoos for Him and Her**. Due to the hirsute nature of the population of Douglas and surrounding woodland areas, Silky Beast is in extremely high demand. Since the day-to-day running of the plant is handled by underlings, Rainier lives **immune from responsibility** and has plenty of **free time on his hands**.

Rainier subscribes to a philosophy of **unbridled hedonism**. He does **whatever he wants, whenever he wants** and as soon as he stops enjoying it, he stops doing it. The only problem is that he uses Douglas as his playground. Because of his **immense wealth and power**, he can dictate local policy based on whatever **poorly thought out ideas** he has. Thankfully, **his whims are short-lived** and never cause any real damage. He's like a **bizarre tornado** that sweeps through town making strange demands of everyone. If he wakes up and decides that the entire town should be painted blue, by that afternoon it is done. Of course, by that afternoon, he has moved on from that idea and the town is promptly restored to its original state, all at his expense.

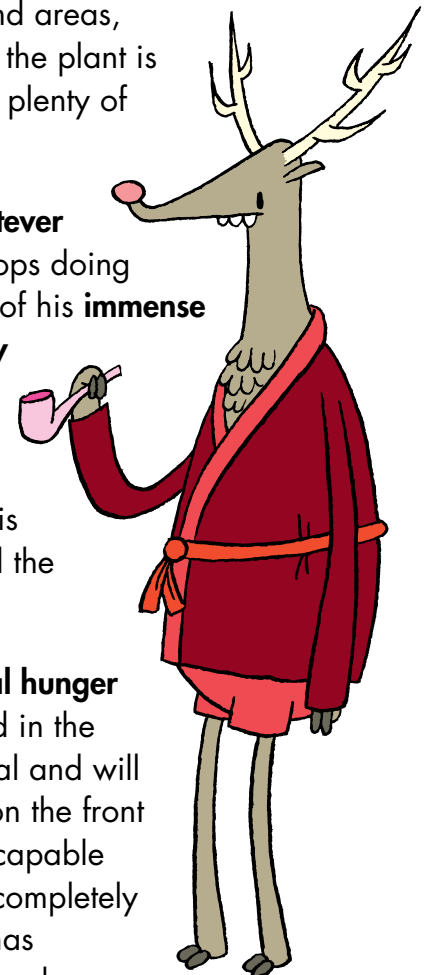
The main focus of Rainier's efforts is **feeding his fame**. He has a **continual hunger for attention** and thrills to read his own exploits chronicled and discussed in the local paper. He is a strict adherent to the **no such thing as bad press** ideal and will perform any manner of ridiculous acts solely to guarantee his presence on the front page. This is a symptom of his intensely **competitive nature**. Rainier is incapable of merely enjoying a thing, **he needs to be the best**. To that end, he will completely immerse himself in whatever has caught his momentary interest until he has absolutely mastered it. After that point, he will put it entirely behind him and never give it another thought.

LOVES: Being number one. Admirers. Living well.

HATES: Mysteries. Eyesores. Permanence.

WANTS: Adoration. Fame. The newest thing.

FEARS: Poverty. Anonymity. Responsibility.





## Link and Louie. (A wolf and a bobcat.)

These two live in a homemade **tin roof shanty** just outside Douglas, beyond the treeline. Though they **attempt intimidation**, the town generally regards them as **more of a nuisance than a threat**. Link and Louie, of course, are oblivious to this and sincerely **believe they are genuinely terrifying** to the regular squares. Though they've never revealed how they ended up around Douglas, popular opinion holds that the last town they harassed, finally had enough and chased them out in a most embarrassing fashion. This accounts for the **chips on their shoulders** and their **"somethin' to prove"** attitudes.

**Link is the instigator**, with **Louie always willing to go along blindly** with any of Link's plans. Though he's never been tested, it's a safe bet that **Louie is not very smart**. He lets himself be talked into a lot of Link's fairly stupid ideas, most of which involve putting himself in **danger of imprisonment** or **bodily harm**, while Link remains safely at a distance. Link consoles Louie by claiming this as an occupational hazard.

The two have fostered the appearance of classic **"bad neighborhood street thug"** character types, even though Douglas really has no bad neighborhood. They wear jeans, sneakers or boots and leather jackets with their hair worn long, over their eyes. They speak in **sarcastic tones** which the townsfolk generally don't recognize and end up assuming they opposite of what Link and Louie have intended. In addition, they have their own bizarre slang full of idioms that only they seem to understand.

Though they are **inadequately terrifying villains** as of now, Link has been secretly taking a VHS correspondence course in intimidation taught by **Dr. Benedict Frang, a world-renowned shark and bully**. He hopes to implement these new skills into his daily life as soon as possible.



LOVES: Mean-spirited jokes. Petty vandalism. Firecrackers.

HATES: Humiliation. Being ignored. Getting wet.

WANTS: Acknowledgment. To be feared. A roof that doesn't leak.

FEARS: That other town. Pain. Sasquatches.

## Gordon. (A Sasquatch.)

**Gordon is supremely boring.** His company invariably brings slight level of discomfort to everyone he encounters. His stories are **long-winded, circuitous** and **off-topic**. He speaks in an **exhausted, physically draining monotone**. Still, it's hard to say a bad word against him since he's never done any harm to anyone. So, those he encounters will often endure the conversation out of kindness and for fear of hurting his feelings. He's **staggeringly sensitive**.

Now, this is not to say that he's **not without value**. Gordon possesses **great strength** and is **very tall**. So tall, in fact, that his head is always out of frame or behind a tree branch or perhaps hidden by a low-hanging cloud. (**The home viewer will never see his face**.) Just on physical presence alone, he's an **intimidating force** and may be called upon to act as anything from security to heavy lifting. In those situations, his size and strength becomes a large enough asset to overcome his **crippling dullness**. Even though he's not a "true" citizen of Douglas – he camps **nomadically** in the woods outside town – he's **generally happy to be of service** and always **enjoys being around others**.

Gordon is also a budding **folksinger** and can often be found with an oversize acoustic guitar, singing his **terrible songs** to the ears of nature, since no one else – given fair warning – is likely to listen.

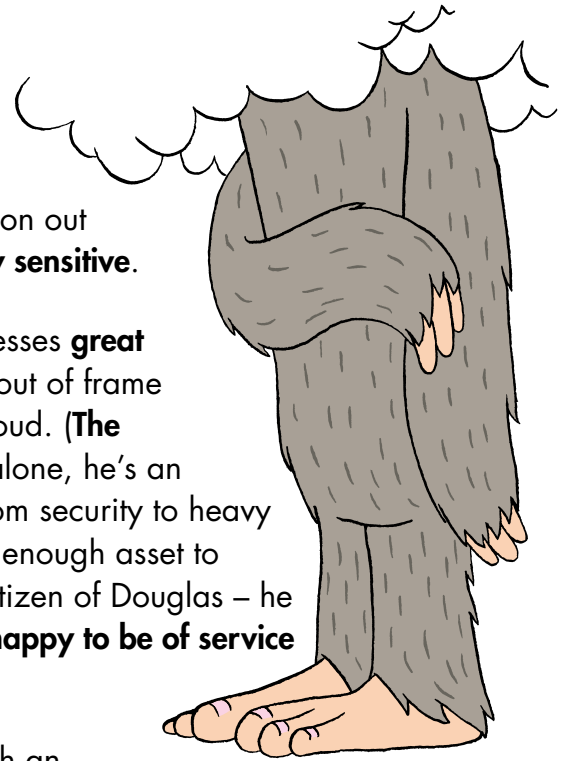
Overall, he'd really like to meet some other sasquatches.

LOVES: Company. Sharing stories. Cataloguing moss.

HATES: Scratchy fabrics. Brevity. Difficult to catalogue moss.

WANTS: Friends. Attention. A wife.

FEARS: Fire. Change. Twist endings.



# CHARACTER RELATIONSHIPS.

## Main Characters:

### Barry + Viktor

These two have a very close relationship. Viktor's rocket crash-landed next door to Barry's house and has remained there ever since, now that it serves as Viktor's home. They fit into the classic neighbors trope where Barry doesn't fully respect the boundaries and saunters over to Viktor's home at any time he feels like it. Viktor, who values his privacy above all else, tolerates the incursions only due to Barry's utter lack of pretense. In other words, Viktor doesn't believe Barry possesses the level of intelligence necessary to steal any of his secrets.

Barry is also extremely valuable to Viktor as he serves as his primary connection to the world outside his compound. If Viktor needs something he can't manufacture himself, he'll send Barry on an errand to retrieve it. There's always a chance that Barry will not wholly succeed in the mission, but to Viktor, it's worth playing the odds.

Viktor is also Barry's go-to problem solver. Any issue which Barry can't fix himself – anything with moving parts, for example – he takes to Viktor. Since Viktor is a borderline ego-maniac, he feeds on the idea that Barry admires his superior intellect, never mind that's not Barry's exact point of view. Barry just wants to fix whatever is broken and if bringing it to Viktor is the most efficient path to that end, then that is what he does.

Over time, the two have formed a mutual respect for each other and it's probably safe to say that Viktor would even consider Barry a friend. Barry, of course, considers everyone his friend.

### Barry + Mary-Margaret

After weeks of study and analysis, Mary-Margaret's parents decided that Barry would be a good counter-influence on her growth and development. To that end, they often hire Barry to act as her babysitter. This was agreed to, in large part, due to Mary-M's detailed presentation to her parents. She knows well how to speak their language. Since Barry doesn't really practice careful consideration or forethought, he's the complete antithesis of Mary-M's home life. She and her parents agree that his mentorship makes Mary-M a more well-rounded person.

For Mary-Margaret, the most useful benefit of being under Barry's care is that as the town's jack-of-all-trades, he has ready access to almost everyone in Douglas and often becomes an unintentional "anonymous source" for Mary-M's articles in the Rutherford Bullhorn. She's an expert at extracting information from Barry without him even realizing it's happened. It's possible that she may even be able to pull his strings to manipulate him into going on research missions under false pretenses.

Though Barry may serve as Mary-M's occasional guardian, the two are genuine friends and enjoy each other's company. Mary-Margaret takes full advantage of Barry's eagerness to go along with whatever scheme she suggests and Barry relishes taking on an avuncular role. He's very protective

and quick to remove her from any potential danger but he's also generous with advice (much of it misguided) and loves to impart his knowledge (much of it redundant or wrong) via long, rambling monologues.

### **Mary-Margaret + Viktor**

These two couldn't be greater opposites of each other. Or maybe they are just two sides of the same obsessive coin. Viktor is paranoiacally consumed with his privacy, while Mary-Margaret is determined to discover what he is hiding. This dynamic is a constant in their relationship and the two don't often find themselves together. The exception being when they might need to act in communion for Barry's sake. In such an instance, they will put their distrust aside for the common good but also not pass up any opportunity to gain an advantage over the other. It's a fierce rivalry between two brilliant opponents that shows no signs of being won or abandoned by either side.

### **Significant relationships between tertiary characters:**

#### **Viktor + Everyone**

Viktor is distrustful of everyone other than Barry and prefers to stay locked up inside his rocket / home. Since he doesn't receive many invitations, this doesn't pose much of a problem. On the rare occasion that he must interact with the others, he is guarded, suspicious, smug and dismissive. There is one exception – around a beautiful woman, Viktor can become very debonair and charming. He is well-trained in the art of seduction and does not hesitate to employ his skills to his own end. Those skills may have worked wonders back in his home country but in Douglas, they come off as a little disconcerting and awkward, not that Viktor notices.

#### **Barry + Everyone**

In his role as Douglas' jack of all trades, Barry is commonly employed by almost every citizen of Douglas. Despite their occasional annoyance with his more frustrating character traits, Barry is well-liked by most of the community. If only he were a lot smarter, he'd stand a real chance at being elected mayor and putting poor Mayor Trewfuss out of his misery.

#### **Barry + Noogie-Toogie**

Barry harbors an, as yet, unrequited crush on the local lake monster, Noogie-Toogie. While it's true that neither Barry nor anyone else has ever actually seen Noogie-Toogie – and there's a fair chance she may not even exist – he's not about to let that be a roadblock in the path of true love. He will often leave flowers and other gifts by the side of the lake for her to find, confident that his actions are gradually winning her over.

#### **Barry + Gordon**

Barry is probably Gordon's best friend. We only say probably because Gordon's private life outside of Douglas is a bit of mystery. Barry's certainly the one who tolerates him the most and is always

welcoming when Gordon stops by, typically uninvited and for no particular reason.

Barry also serves as the go-between for Douglas at large and Gordon (who is always large). When someone in Douglas needs Gordon for whatever odd task, it's to Barry that they turn to make the arrangements.

### **Barry + Beverly**

Barry is a dedicated follower and life-long fan of Beverly's pseudonymous romance novels. He sees himself reflected in every lead character vis a vis his own tragic, star-crossed romance with Noogie-Toogie. He's collected all of the books, read them several times each and hopes to one day meet the reclusive author. Little does he know that he has Thanksgiving dinner (or the Douglas equivalent thereof) inside her home every year.

### **Barry + Rainier**

Barry and Rainier are roughly the same age and share many of the same memories of growing up in Douglas, albeit from completely different perspectives. Where Rainier lives in a gilded mansion built by his great-grandfather and passed down from Somerset-Psmythe to Somerset-Psmythe, Barry lives in a one-room yurt that he constructed himself. There's still a bit of work to be done around the back.

No one would ever consider them rivals. No one except Rainier, that is, who considers everyone his rival. It's possible that Rainier could be envious of the simplicity of Barry's existence and attempt to out-simplify him, but that hasn't happened... yet.

### **Mary-Margaret + Carl**

As mentioned in-depth within Carl's biography, Carl has an unspoken passion for Mary-Margaret. He keeps it hidden in his heart for the moment but it threatens to burst free with every breath. Mary-Margaret values him as a photographer and partner but hasn't really ever thought of him "in that way". For now, they are just colleagues. But something's got to give!

### **Mary-Margaret + Rainier**

Rainier's shampoo manufacturing concern, Silky Beast, Inc., hides one huge mystery – what is the secret ingredient that makes their shampoo so amazing? Discovering this is Mary-Margaret's life's goal. She's played it cool so far but reports have been coming to Rainier of a shadowy figure lurking outside the factory, peering in windows and asking if they offer tours to the public. He doesn't know who this suspicious character is but he's given his associates free reign to double security, just in case.

As an attention hound, Rainier loves seeing himself on the front page of the Rutherford Bullhorn and will stop at nothing to ensure it. He's attempted to bribe Mary-Margaret but her strong journalistic ethics proved impenetrable on that front. So now he outdoes himself with outlandish

antics and edicts that even he doesn't fully believe just to please her sense of story and secure his face on that front page. Mary-Margaret is a tough nut though and doesn't impress easily. This is a battle that could continue to be waged for a very long time.

### **Mary-Margaret + Mayor Trewfuss**

As the Rutherford Bullhorn's star reporter, Mary-Margaret is the perennial thorn in the Mayor's side. He sees her as being seemingly employed for the sole purpose of pestering him with questions on a range of civic issues. His understanding of these complex issues is zero and his ability to speak coherently on them ranks even lower. He fears her more than almost anything outside of re-election. Mary-M's presence at a ribbon cutting or press conference is all but guaranteed to send the mayor into playing possum.

### **Mary-Margaret + Beverly**

In addition to her many other duties performed for Douglas, Beverly also fills in as a substitute teacher when needed. On the days when she teaches at Rutherford Elementary, Mary-Margaret is sure to be in attendance. Mary-Margaret looks up to Beverly as a role model and Beverly sees and encourages the spark of greatness in Mary-Margaret. Their relationship is just beginning but has the potential to blossom into a great mentorship, with the promise of Beverly eventually guiding Mary-Margaret into a life in Douglas politics. This could lead to the possibility of them campaigning directly against each other for the same position.

### **Beverly + Mayor Trewfuss**

As has already been noted, Beverly fulfills all the most taxing duties of the mayoral office, leaving Trewfuss to be little more than a figurehead absolved of most responsibilities. For this incomparable service, he is eternally thankful to her and looks upon her like he would a daughter. In his most lucid moments, he has been able to verbalize exactly this sentiment. Beverly happily takes on the symbolic role of daughter and the two have forged a very close relationship on those terms. Trewfuss has on many occasions visited her home and shown himself to be excellent with Beverly's six children.

### **Mayor Trewfuss + Rainier**

Mayor Trewfuss, as in most things, would really rather not have to deal with Rainier's overbearing presence but it would seem he has no choice. The die has been cast. Rainier knows that as Douglas' most powerful citizen, he can pretty much get whatever he wants. His first and only call is directly to Trewfuss who must listen to Rainier's requests and arrange for them to be made law no matter how bizarre. The mayor cowtows to him not out of respect but simply as the most efficient way to end the interaction. Once the call is over, Trewfuss passes the buck to Beverly and hides beneath his desk until the event's resolution.

## **Louie & Link + Gordon**

Louie & Link have a very real fear of sasquatches and since Gordon is one, they have never felt at ease around him. This phobia could be related to something in their past, perhaps in that previous town from which they were exiled. Whatever the origin, nothing sends them running faster than the Clomp! Clomp! Clomp! of Gordon's approaching footsteps. If Louie & Link's mischief ever gets out of hand, the citizens of Douglas have a guaranteed solution in Gordon.

Gordon doesn't see himself as scary and can't for the life of him understand why the two always run away from him.

# ABOUT DOUGLAS.

If you could imagine a small town where animals had evolved into building and maintaining their own community, free of absolutely any interference from humans, well, then we wouldn't need to make this cartoon. You could just sit back and get all the same yuks right inside your own head. But, in the event that you can't, that's what The Douglas Furs is here for.

Douglas is a township surrounded on all sides by dense Evergreen forest. Within this clearing is a fully-functioning community of various animals indigenous to the Pacific Northwest. The town is constructed of available materials with homes and buildings suited to each animal's own preferences. For example, as a beaver, Beverly lives in a log cabin-esque dam on the river. Wood and stone dominate the local architecture, while brightly colored mosses, ferns, wildflowers and lichen provide the embellishments. Greens, browns, grays and blues dazzled up by pinks, yellows, oranges and purples provide the palette.

Technology exists only to the level it is needed. Since the town itself is rather small, cars were never necessary and therefore, not invented. A refrigerator, on the other hand, is an absolute necessity. I mean, how else is one expected to keep one's salmon puffs fresh?

No specific number has ever been ascribed to the population of this small town – they're not sticklers for data gathering – but as a sort of reference to its size, here's some semi-useful factoids:

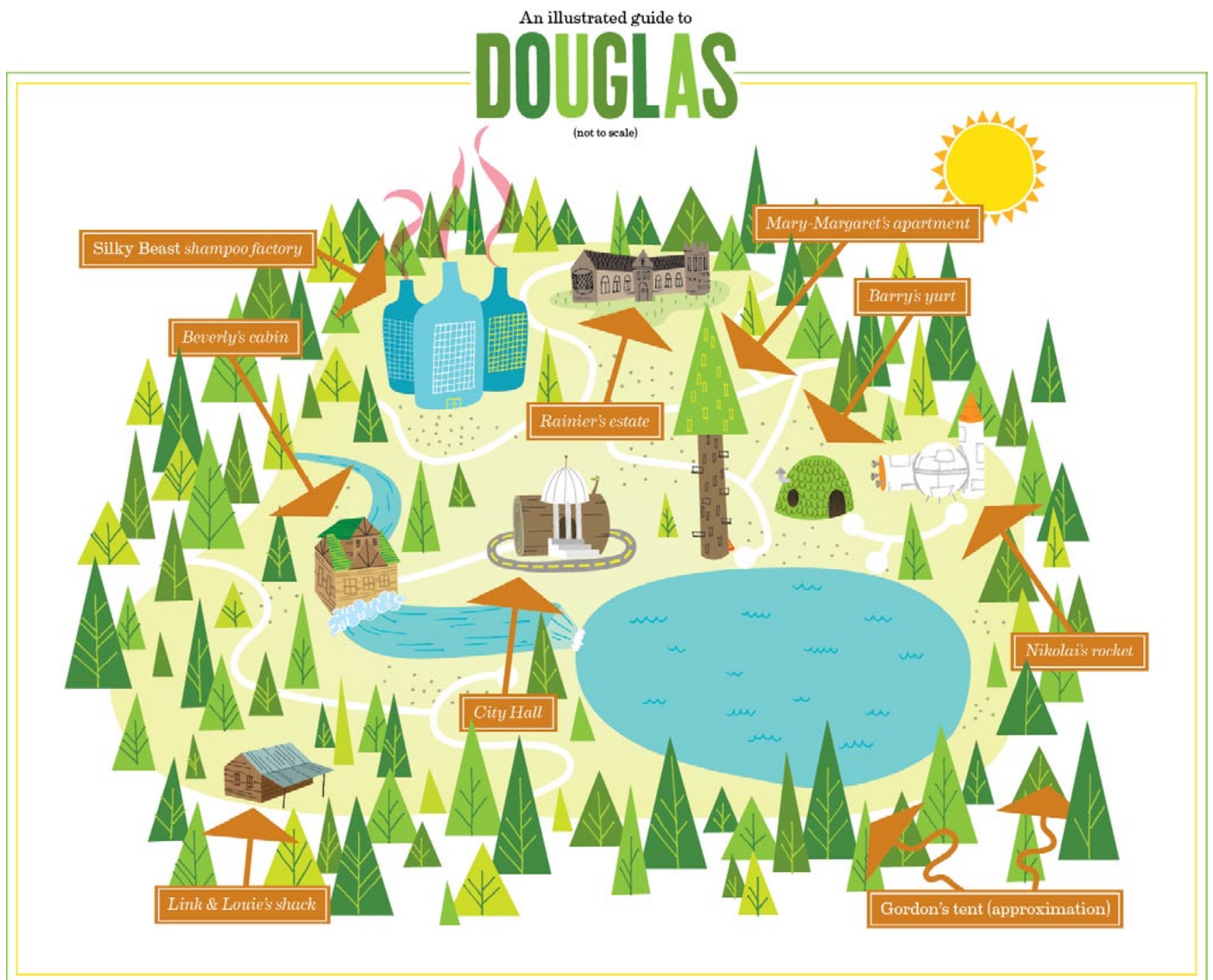
- 1 TV channel. All of the programming is made in Douglas by Douglas for Douglas. Not surprisingly, a majority of the shows take place in Douglas. "Hot Douglas Nights" is appointment television.
- 1 fire department and 1 hospital. Accidents do happen. Of course, when they happen to cartoon characters they're hilarious.
- 2 school districts, each with its own elementary, middle and high school. This is really only done so that the grammar teams have someone to compete with... er, I mean, with whom to compete.
- 36 square miles in area. That's the legal US definition of a Survey Township and, by pure coincidence, a remarkably close measurement of our own township. Go figure.
- 200 years old. Douglas was founded in the year 1812\*. Of course, that's by our calendar. Here, they use a completely different system to measure time. It's like dog years, but then you have to modulate the formula for each species. It's very complex.

✿ *A bit more on the founding of Douglas. In the beginning of the 19th century, two separate explorers, each forging their own independent trek, unexpectedly crossed paths at the site of what is now Douglas' City Hall. They were Walter Josiah Douglas and Josiah Douglas Walter, both skunks from the same distant village. Coincidentally, the two left their original village in an effort to get away from the other. Rivals since birth, the two reached a stand-off in the middle of this uncharted forest, each claiming the spot in their own name. Neither side budged and the two remained rooted where they stood, vowing to outlast the other. Soon the news of this battle of wills spread throughout the forest and spectators came from far and wide to witness the contest for themselves. As the number of visitors grew, a tourism-based economy began to develop. In time, homes were built, industry was formed and before anyone had time to realize what had happened, a town was born. Somewhere within the boom, the two original claimants had been forgotten. Finally free of their audience and each exhausted from the ceaseless vigilance on the other, the two agreed to resolve their feud. They shook hands and forged opposite paths into the forest. When it came time to name the town, the civic leaders tossed a coin and awarded the tribute to whichever of the two explorers was named Douglas. No one could really remember who was who anymore.*



There are many natural amenities to Douglas including its immediate proximity to a snow-capped mountain, perfect for hiking and volcano-phobes. The main attraction for most citizens is the Water River – named after a misspelling of the town’s co-founder – which flows through the middle of Douglas into the beautiful and, sadly unpronounceable, Lake Koyawahonosquallupamish. Or, as it’s more commonly known, “The Lake”.

The standard of living in Douglas is generally high and there aren’t really any stereotypically bad areas of town – food court at the shopping mall, included. Beyond the treeline, things may get a bit more unpredictable but the town itself remains free of any real danger or threat. For that reason, almost no one leaves Douglas and the town has grown into a tight-knit community of like minded folks. The common bond between them all is a love for their surroundings and a respect for nature. Wouldn’t you like to live here? You can’t because you’ll never find it in a million years. Don’t even bother trying. Just sit back, watch the show and give up, already.



## THE LOOK.

The Douglas Furs is a CARTOON'S cartoon! Embedded in the tradition of rubber hose animation, the characters are able to bend and stretch when necessary for maximum laffs. Anything is possible—and the Douglas Furs will prove it! This isn't to say that they're invincible. Oh, quite the contrary! If Barry trips and falls over a cliff, he'll most likely be stuck with his arm in a scratchy uncomfortable sling for the rest of the episode. Douglas has a hospital for a reason! There's enough impossibility to keep the chuckles coming, yet enough physical harm to make the characters think twice.

The colors are vibrant and the characters have dimension. Meanwhile, the hand-rendered backgrounds are a boldly stylized view of their forested environment. Fitting the setting of the deep forests of the Pacific Northwest, the world will be loaded with visual gags relating to this specific environment: wooden nickels, ice cream pine cones, and fern bristled toothbrushes are just the tip of the (moss covered) iceberg of possibilities.



## THE STORY ENGINE.

Since *The Douglas Furs* is not bound by any specific narrative formula, stories can take any shape that best suits the characters within it. Furthermore, each character has the potential to lead his or her own story with supporting roles from any number of the others. Because our narrative boundaries are so open, there are even possibilities to tell stories in eras other than the present. Even in that circumstance, the location will always be Douglas and its surrounding areas.

The show is strictly episodic and without any overarching storylines or open-ended resolutions. Each episode will begin and close its own independent story with the characters returning to their default statuses by the episode's end. The first-time viewer will be able to enjoy and relate to the show just as much as the most maniacally loyal fan.

That said, there are consistent themes throughout the show. The number one thematic focus of *The Douglas Furs* is to demonstrate the strength and importance of community. In very general terms – and with the caveat that exceptions may occur – a typical story will revolve around one of our primary characters encountering a problem and seeking the aid of others to help find a solution. The main emotional themes we will address through our stories are overcoming fear and building trust through friendship and teamwork. An independent spirit is an invaluable asset but with the support of family and friends, anything is possible.

An underlying theme *The Douglas Furs* illustrates is respect for nature and sustainable living. By presenting a world in which every character's normal standard of living is environmentally responsible, we will show that the concept of living in balance with nature is not only possible but also rewarding. Stories including hiking, swimming, climbing trees and camping will allow our characters to not only emphasize an appreciation of the outdoors but also remain healthy and fit through exercise and physical activity. But, don't worry! We're not going to be jerks about it. No one's going to stop the show to give everyone a self-righteous speech about recycling.

Finally, as we construct the world of Douglas, we look forward to building traditions that we can return to in our stories. In the same way that many shows have their annual Christmas or Halloween episodes, we will create our own specific town-wide events and celebrations to come back to again and again. In a more general sense, we'll also discover the particular quirks of this population and find every story we can to exploit them. The goal is to make the town itself as much of a character (and, by extension, story driver) as its citizens.

## **STORY IDEAS.**

### **“A Fence Against Nature”**

As Barry builds a picket fence, Mary-Margaret, desperate for a lead story for the Bullhorn’s late edition, pesters him for information. Barry begins spinning boring and possibly untrue tales of his adventures, none of which interest Mary-Margaret. As he goes on, he becomes distracted and accidentally builds himself into the fence. Finding himself trapped between pickets and horizontal sliders, he asks Mary-Margaret to hand him his tools so he can extricate himself. But she’s got a strange gleam in her eye and rushes off only to return a moment later with Carl and his camera. “Local Bear Trapped In Fence” makes the cover of the late edition and all of Douglas gathers to rescue him. Only, everyone has their own ridiculous plan to get Barry free and no one can agree on which to follow. As night falls, the town decides to take it up again in the morning and all go home. Except for Barry, who is provided with a pillow and blanket but remains stuck and embarrassed, and Mary-Margaret, who rushes back to the newspaper office to print a special edition. During the night, Barry sees a termite walking by and makes a deal with the bug. When the morning arrives and everyone discovers that Barry has been freed, Mary-Margaret, mad as a wet hen, trashes the entire run of her special edition in a bin behind the school. Barry recovers the papers and delivers them all to a very well-fed termite who rallies his whole clan to feast on the stack.

### **“A New Flag Afoot”**

As Barry oversleeps, all of Douglas gathers outside City Hall for the first ever unveiling of the new Douglas town flag. Unfortunately, Barry has been tasked with the job of climbing the pole and raising the flag, which is currently in his possession. When he doesn’t arrive, Beverly rushes to Barry’s house, leaving the terrified Mayor to deal with the increasingly impatient mob chanting, “FLAG! FLAG! FLAG!” Beverly follows a path of orange foot prints into Barry’s house. When she wakes Barry, we find out that the flag is gone. Via his own narrated flashback, we see the night before as Barry returns home from a house-painting job, covered in orange paint. He staggers inside and directly into the bath. As he stumbles out of the bath, in an orange lather, he blindly reaches for his towel which he’s keeping hung right next to the new Douglas flag! Luckily, he just misses the flag and grabs the towel. Unfortunately, as he’s drying his hair with a blow dryer, a shower of sparks fly from the outlet right toward the flag! Luckily, the faucet bursts at that very moment shooting a spray of water that stops the sparks.... (This fake-out joke format happens a few more times...) before its ultimately revealed that Barry turned the flag into a pair of pajama bottoms because he got cold in the night. With no time left, and no chance of repairing the flag, Beverly makes a hard decision. Back at City Hall, with the Mayor playing dead and Mary-Margaret demanding answers, Beverly announces the reveal of the new flag. All eyes turn to the top of the flagpole where Barry raises his own green doormat with a single orange bear footprint. From far below, it does look like a flag. The town applauds. Disaster averted.

## **“Hair Loss Is Your Gain”**

When Barry is called to repair the flooded basement in the Sequoia Tower Apartments (home to Mary-Margaret and family, amongst many others) he encounters a pipe massively clogged with fifty years worth of animal-hair. Once cleared, the basement water level recedes but Barry is left with the task of disposing of the gargantuan pile of fur removed from the drain. The enormous, multi-colored clump, too big for him to move on his own, sits next to the apartment building while Barry tries to find a solution. Unsurprisingly, the residents complain, with Barry the main target of their scorn. At first, Barry tries to dig a hole directly underneath the clump and bury it but encounters resistance from an ant colony who already has its home there. As his attempts continue to fail and the residents' impatience grows, the scene becomes volatile and even the Mayor is called out to restore order. It doesn't help, the clump remains. Eventually, the residents turn on each other with each one blaming the other for contributing the most hair to the clump. Barry, realizing that there's a little bit of every fur type in the clump, comes up with an idea. He contacts Rainier who offers to purchase the clump for his own Silky Beast Shampoo research department. Once Barry tells everyone that they'll each make a little money on it, the residents band together and roll the clump across town and into the Silky Beast factory.

## **“The Honey Plot”**

As Barry hangs his laundry to dry, his bitter enemy, the Swarm Of Bees buzzes in to torment him. The Bees do things like grab his boxer shorts and dangle them just out of his reach, etc. Ultimately chased indoors, Barry vows revenge. With the annual Douglas Town Fair fast approaching, Barry decides he's going to beat the Bees at their own game and win the Blue Ribbon for Best In Honey, even though the Bees have won the prize every year that it's been awarded. Barry will take a different approach – he's going to make the world's first 100% bee-free honey, “Bear Honey”. Over the next several weeks, Barry encounters humiliating failure after failure, while the Bees mock him and his efforts. Viktor agrees to create a machine to help Barry more efficiently collect the nectar from the local flowers. At first, he invents a simple hand-held extractor but soon his ambition overtakes him and he's created a large and terrifying Robo-Bee which manages to drain all the nectar from every flower in a thirteen-mile radius before Viktor is forced to make the machine self-destruct. On the day of the fair, neither the Bees nor Barry have any honey to enter and, for the first time ever, it seems that no award will be given. Until... Viktor shows up with the reconstructed Robo-Bee to claim the prize for himself. Barry counts it as a victory, as the Bees fly away angry and without the ribbon.

## **“Front Page Face-Off”**

After assembling a tree swing for a neighboring family, Barry gives a demonstration. He pushes off too hard though and ends up crashing through their window on his return. Luckily, Carl was there to take pictures. A photo of Barry in mid-crash ends up on the front page of the Rutherberry Bullhorn and Barry gains a strange sort of fame as a result. This does not sit well with Rainier, who has his

assistant calculate the number of times he has appeared on the front page vs. Barry. The results show that they are deadlocked. Rainier begins a full on assault to claim the title. Unfortunately, his ideas aren't very good. He attempts to replicate the tree swing / window incident but has his assistant replace him for the actual crashing. No one cares. Rainier decides that the only way to beat Barry is to go overboard with wild stunts. It works and he repeatedly makes the front page. Though Barry – by just being Barry – ends up there just as often. Deadlocked! Rainier in a fit of near-surrender begs Barry to tell him the secret of his success. When Rainier realizes that Barry isn't even trying to compete, he forces a law through the civic council making it illegal to count the number of times someone appears on the front page of the newspaper.

### **“Two Jobs Too Many For Two Barrys Too Few”**

Rainier Somerset-Psmythe employs Barry to serve as doorman / valet / coat check / server for a very exclusive party at his mansion. Only the Douglas elite have been invited to dine in elegance. Barry overwhelmed by all his duties, hires Mary-Margaret and Gordon to disguise themselves as Barry and take over some of the jobs. Incredibly, the three of them pull it off until Mayor Trewfuss comes upon the three Barrys at once and believes that he's hallucinating as a result of food poisoning.

### **“Temporal Difficulties”**

Barry gets a live fish stuck on his hand and goes to Viktor for help. They try and pull the thing off but to no avail. Viktor suggests using a time machine he has just invented to go to before the event occurred and stop it from happening. They do this and are successful. However, Barry ends up asking for an endless line of Time Repair Trips for seemingly inconsequential goofs, e.g., misplaced keys, a stubbed toe, spelling error on a grocery list, etc. Soon, all of Douglas finds out about this device and Viktor – driven to the point of annoyed insanity – sends Barry back to just before Viktor invented the device, knowing that his bumbling will prevent it from ever being made.

### **“Never Sleep On An Empty Stomach”**

Mary-Margaret convinces Barry to go with her on a hike up the mountain but is frustrated by his constant naps and lunch breaks. Minutes from the peak, she abandons him in a deep sleep and heads up on her own. Barry has a dream in which he is a polar bear devouring an endless line of penguins. When he wakes and doesn't see Mary-Margaret, he panics, convincing himself that he must have accidentally eaten her in his sleep. When she returns from the peak, he believes her to be a ghost doomed to haunt him for the rest of his days. She and the rest of Douglas struggle to convince him otherwise.



## **“The Seven Per Cent Brain Power Solution”**

During the Douglas Town Fair, the Grand Prize-winning pine cone pie is kidnapped and held for ransom. Barry embarks on an ill-conceived investigation. Meanwhile, Louie and Link hole up in their shack with the purloined pie, discussing what they'll do with the ransom money. As the hours go on, they become hungry and eventually eat the pie themselves. In the end, Barry solves the case – to no one's satisfaction – by proving that the pie never existed.

## **“All Things Mustache”**

While cleaning out gutters, Barry inadvertently wipes brown moss on his face, giving himself a false but realistic-looking mustache, of which, he is totally unaware. On his way home, he receives a host of compliments on his new look, which encourages Barry to leave the moss-tache on. A mustache craze sweeps the town and soon, every male citizen is sporting his own mustache. Viktor becomes apoplectic charging everyone with stealing his look. Barry lives large until, while being handed the key to the city, his mustache hatches and two beautiful butterflies emerge and fly off. The crowd goes silent. Viktor cheers at justice served only to be interrupted by the swell of applause from the awed crowd. The Mayor hands Barry an even larger key as Viktor rages his way home.