



CONTENTS

2-3 Synopsis

6 - Bird

7 - Dung

The City Streets

The City Streets

8 - The Extended

9 - The Roaches

10 - The Rots

11 - The Cops

12 - Beetles / Moths / Snails / Winged

13 - Workers Insects / Insects / Guards 14 - 18 Roach City15 -

19 - Vehicles

20 - 23 Episode Ideas

The Gallery 24 - 49





Bird and Dung (Tales from Roach City) follows the larger than life adventures of the world's smallest detectives, a ladybird simply known as Bird and his associate, a large dung beetle simply called Dung. They are insect detectives, living in an insect city, solving crimes committed by insect criminals.

Bird is a traditional looking detective, the kind you might have seen back in an old detective novel like 'Dick Tracy'. Dung however, is more of a maverick, referencing his detective skills on someone like 'Magnum PI'. They might look the part, but their sharp outfits don't match their clumsy powers of deduction. We follow the duo as they endeavour to solve mysteries in Roach City using only their powers of deduction mixed with a generous helping of good luck, and all without getting squashed in the process.

The duo find themselves thrust together by circumstances, quickly teaming up to solve the city's crimes. Although both are passionate about solving and fighting crime, their methods couldn't be more different. Bird is methodical examining everything through his cherished magnifying glass. Dung however, crashes in, often disturbing the peace, and the crime scene. This of course causes friction between them, but never bad feeling. The irony is that many clues are missed by both insects, and they are more likely to stumble onto the answer than follow the trail. This doesn't mean that they show no aptitude for detecting, or have absolutely no idea. In the shadow of the city they are children going from

each adventure and onto the next.

The city itself is full of many dark characters and forces (although not too adult in its content). This is in contrast to the duos haphazard way of doing things, which may seem rather innocent. Theirs is a life seemingly untainted by the city's grime. In fact they are a splash of colour in the grey world that surrounds them, bring comedy into every new situation. Each character in the city has a comic side but none so slapstick as the heroes themselves. Their wide-eyed and sometimes naive approach to solving crime makes them instantly lovable.

When a case needs solving our heroes are called on to lend a hand and save the day. However, things rarely go to plan and our duo soon find themselves out of their depths and often in great danger. In fact it's a wonder they solve any case at all, but blind luck is usually on their side lending a much needed hand. Although our heroes try to solve each crime using their brains and not brawn, this is rarely how the adventure ends. Most of the time their sleuthing powers place them in danger and a mix of slapstick and adrenalin pumping action follows. No adventure is the same as the duo solve each case in their unique style, and all with plenty of twists and turns along the way. Whether finding kidnapped professors or solving the mystery of the moth and the light bulb, no stone is left unturned by the Bird and Dung Detective Agency.

Whatever the mystery these unlikely heroes are always on hand ready battle villains of all different shapes, sizes, spoiling each dastardly plans as they go. These villains stand out by their unique personalities and traits. Just as a Bond villain or a comic arch-enemy has an unusual slant or two, the same can be said for these bad guys. However as with most cartoon villains their over ambitious plans are often the undoing of them.

Perhaps the greatest villains are the Roaches from which the city derives its name. Rarely seen these underworld crime bosses rule from the shadows. What makes the villains different is their ability to escape to see another day - but what else would you expect from a cockroach army?

The action is set in the modern day, using modern technology, all with an insect feel to it. However, Roach City although likewise filled with insect influences draws many other influences from different eras and styles. Life in this great city is always busy as insects crowd the streets. The same streets where the next crime is just around the

corner - and where there's a mystery to solve Bird and Dung will be there...





BIRD AND DUNG - TALES FROM BOACH CITY

CHARACTERS



Bird is a ladybird detective. His raincoat, hat and magnifying glass all point to a traditional Private Eye. A cross between, Dick Tracy and Eddie Valliant from 'Who Framed Roger Rabbit'. With his 5 o'clock shadow and gruff voice he looks like a typical Big City Private Detective; one who feels at home on the mean streets and knows all the low life living in the shadows.

In many ways Bird is very vulnerable as beneath his hard shell lays a real softy. On the outward appearance he seems tough, gritty and smart, someone who is smarter than the average villain. In reality he is

confident but inept. His hard exterior hides a softy who is easily spooked and readily screams out loud like a small girl. He spends so long looking through his magnifying glass he often walks right past a major clue often only finding it when he literally trips over it.

Clues to the real Bird are littered all around for the viewer to see. A teddy in his bedroom, crying at a movie, sometimes hyperventilating into a bag when scared are just a few of traits that gives our hero away. Others might include: face mask and cucumber at night, soft slippers, hot coco, etc.

He comes from a well-heeled family that lived in one of the more affluent parts of the city. This seems a far cry from how Bird has turned out, but our hero has never wished to be separate from the city streets. Although he hasn't turned his back on his family he hates to visit. It reminds him of his true past, a world away from his PI persona; a world of privilege and money, title and class, servants and masters not to mention childhood memories.

Watching Bird franticly trying to solve the latest mystery, one can't help but root for him. Especially when he's knocked onto his back desperately trying to get back up.

References: Dick Tracy, Philip Marlowe, Eddie Valliant,











Dung is a dung beetle with a love for old cable repeats of 'Magnus CSI'. He also boasts a large collection of dung balls, which can be seen throughout his house. In one room we can see a large moustache under a glass dome. This is obviously a prized possession referencing back to Magnum P.I. rather then be part of any plot.

He is a large, loveable and wide-eyed character full of energy, with a childlike quality. Not the brightest of insects but his stupidity means there is little fear of the unknown. This energetic beetle will quite happily forge ahead, going where Bird is too frightened to lead. Dung is in fact extremely strong, however, he is unaware of this asset. He towers over most insects but is by no means the biggest

bug in the insect kingdom. This size lends to part of the comedy surrounding him, as he's also clumsy and accident-prone.

He is inquisitive and childlike in his interaction with the world around him and struggles to leave a crime scene as he found it. Everything looks too tempting not to play with, and this usually leads to trouble of one form or another. At the very least a breakage or two. Hidden under his shell, Dung boasts a range of useful objects, which he somehow pulls out whenever needed, not unlike Batman's utility belt. Fridges can be a source of temptation, as well as the big guy (bug) has a big appetite.

Dung's parents gave him an unconventional childhood as the family the beach. Beach bums might be a good title as they are free from conforms but still smart and intelligent. This made Dung's childhood care-free and certainly explains why Dung grew up as he did, free from conformity and 'the ordinary'.

References:

Kevin James, Lenny' from 'Mice & Men', Magnum P.I.,



THE EXTENDED TEAM



Doreen is our heroes' long suffering Receptionist whose patience is constantly being tried. She seems a strange choice as her people skills leave a lot to be desired.

She is known for being small, wrinkly and very fierce; not suffering fools lightly. Her scouring face sends fear into our heroes and silences many a foe.



Professor Shelby is Roach City's greatest inventor and one of its more eccentric residents. A gentle soul, who has only one true love - inventing. Far from the crowds, Shelby can be found in his old chaotic lab, full of junk and his half made creations. It's from here that he creates devices for every occasion. These devices that come in very useful to our heroes, and aid them in solving crimes and escaping many dangers.

Apart from his brain only one thing about the professor stands out - his hair. Unkempt and rather too long it often weaves itself into a matted mess, stretching into the air like an explosion captured by a photograph.

Grubs is Bird's trusted family butler. Although part of Bird's old life he can be called upon in times of trouble to rescue his master. Small in stature yet courageous in the line of duty, he can often be seen saving the day. All whilst never uttering a word.

THEROACHES



Deep in the bowels of the city the Roaches control all that unfolds. Their world is a shady existence of underhand deals and hidden motives. The Roaches run the Roach City from the shadows. They are rarely seen and always scurry away when a light is shone on their exploits.

They all look incredibly similar with only small things to differentiate them from one another. This could be their noses or eyebrow. They are thick skinned and resilient, in fact one might say almost indestructible. Even an atom bomb couldn't stop them. With hushed voices and dark clothes they are extremely menacing.

The Don (head of the Roach family) The Don heads the underground world of the roaches. A menacing figure, stocky but small and most definitely in control, and is the unseen head insect of Roach City. He speaks slowly taking great care to pronounce each syllable, as he is not one to waste words. Every movement he makes is measured showing us he's very much the dominant figure in the room.

As the other roaches interact with him it soon becomes apparent that he is firmly in control. Each Roach obeys him without question.

He mainly runs his affairs from behind his desk and is often seen in the shadows only making his features visible as he leans into the light.

Based upon the style of classic Italian mobsters, he is both a caricature of mob life and someone to be frightened of. He is the Al Capone figure that every good mob thriller contains.

References: The Mob, Al Capone, Ant Hill Mob, THE ROTS

KING ROT

Rot is a small edgy

woodlouse that owns a pawnbroker's in down-

town Roach City. He is a wealth of information and there isn't much that goes down without Rot being aware of it. At his heart he is a coward whose only concern is money and self-preservation. He's a wise guy with wise cracking answers for every question and often needs to be persuaded to part with the information. His streetwise persona can be dented if he feels he could be exposed to trouble. At the prospect of trouble, Rot will retreat and clam up.

He is smaller that the average woodlouse, yet far smarter. However, when Mrs Rot, his overbearing wife pipes up from the back-room of the shop he quickly becomes rattled and jumpy. Only she can keep him in check and dampen down any far-fetched ideas.

His persona is one of a streetwise, greasy informer. This is at odds with his home life - being a happily married bug with a wife and a love for all things ordinary (slippers, soap operas etc.). As he leaves his overcrowded shop and enters his picturesque home (a home with a woman's touch) we see a complete transformation as the edgy gang leader is replaced with the dutiful husband.

If our heroes ever find themselves stumped they know who to go to. Rot might have his hands on the pulse of the city but he always endeavours to stay under the radar of the Roaches.

References: Jack Jeebs (Men in Black), George (George and Mildred),

Queenie is the wife of Rot. She is a lot larger than him and even larger than the average pill bug. Her outward appearance is that of a real old battle-axe – someone not to be messed with. She IS the final word, and scuppers any of Rot's secret plans she gets wind of. The only reply from her husband that she is happy with is, "yes Dear". This doesn't mean she isn't unlikeable. In fact she brings much of the comedy to the duo as she will often be the undoing of one of King Rot's plans, wanting to go shopping or taken out for a meal. She is rarely seen but often heard.

References: Mildred (George & Mildred), Hyacinth Bucket,

Junior is the Rot's only son. His appearance is that of a typical teenager, disconnected to the world around him, Junior's life is lived out in computers and gaming. To King Rot he is a disappointment. However, Queenie dotes on him, as only a mother can.

THE COPS



The Chief. RCPD (Roach City Police Department) is overseen by its very own police commissioner. He is a large insect some what older than one might expect. He is quite grizzled and certainly no poster-boy. However, he has worked his way from the bottom up and now heads the department. He is clued-up, unlike many of the officers under his command.

The Chief finds himself in the unenviable position of upholding the law whilst trying to stay below the Roaches' radar.

When a case is proving too hard or a job needs doing on the hush, the Chief calls upon our heroes to step in.

References: Commissioner Gordon (Batman),

RCPD. Roach City has it's own Police force. Based on the NYPD they are a mixed bunch of out-of-shape insects. Either we experience the archetypal grizzled officer, fat, out of shape and quite gruff. Alternatively we find a younger version of a police officer who come in all different shapes and sizes and are hard to take seriously.

They are inept and full of apathy, rarely doing what they should, or even being where they should be when needed. Their presence is often seen and felt by large numbers of officers rather than decisive action. All seem either out if shape or look like they could be blown over by a stiff breeze. In fact they are more likely to run to the doughnut shop rather than run after any criminals. They are in the pockets of the Roaches and have little time for our heroes. A feeling that happens to be

References: NYPD, Police Academy, Keystone Cops

mutual.

Moths can be seen throughout city life going to and fro from work or working in an office, MOTHS

restaurant or anywhere else. Most of the time they can be seen holding a cup of coffee to help them get through the day and recover from the night before. They can often be seen crowding around a nearby light source - socialising.





Snails can be seen moving along carrying something or just making their way slowly through a crowd. The snails are conspicuous by their slowness. They are not great fans of the snow as it

gives them a cold bottom and the salt (grit) plays havoc.

Mingled in any crowd are small winged creatures that tend to fly just above the heads of the moving crowd and dart around to get to their destination.







These are the 'Joe Average' of Roach City. They can be seen everywhere but are never memorable. They are the masses, marching to work and living their hum-drum lives. They live in the background always unaware of the bigger picture as they get on with their everyday existence.

BIRD AND DUNG - TALES FROM ROACH CITY



Other Insects: Although most crowds are made up of repeating insects (moths, snails, beetles and winged insects), the city streets and environment display a whole host of different types.



Ants can bee seen all around the city working tirelessly as construction workers.

Worms are the insects' natural tunnellers often popping up here and there as they take a wrong turn or two.

Rhino Beetles

Due to their large and intimidating size Rhino beetles are often seen around the city as guards and brainless muscle.



CITY LIFE IN BIRD AND DUNG



STREET LIFE

15

The sprawling city streets stretch out across the city and resemble a cross between a concrete jungle and various hives and nests. Although it is easily recognised as a city scape the insect influences and bright colours make the street seem magical and also whimsical.

Whether a skyscraper, office block or humble converted tin can diner each building in Roach City insect based details can been seen within each design.







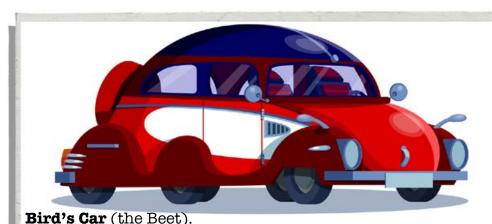






BIRD AND DUNG - TALES FROM ROACH CITY

VEHICLES



As you might expect the car used by our duo is an old Beetleish convertible loaded with more than a few gadgets, all courtesy of Professor Shelby.

References: VW Beetle, insect beetles, old classic cars from the 20s, cars made by coach building firms of the 20s & 30s,

THE BEET



Dung's Scooter

(the Dungster 2000).

Dung has his own vehicle and just like him, it's unconventional.

An agile little scooter perfect for the fast moving city streets. Of course as with most of Dung's possessions it is built around the humble dung ball.

References: Vesper Scooters.





Other Cars

All the cars and traffic in Roach City tend to be a mix of old and new. As they whiz around at tremendous speed their bright colours make a contrast to the grey tones of the city streets.

References: Vintage cars, Coach builders custom cars, VW Beetles, VW Beetle Vans



EPISODES IDEAS



























GALLERY















