

I'LL EAT WHEN I'M DEAD



ZMEDI

ZOMBIE MURDER EXPLOSION DIE

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*“Those who survived, shouldn’t have.”*

ZOMBIE MURDER EXPLOSION DIE is an animated comedy that follows a group of improbable survivors as they battle to stay alive and regain sense of normalcy in a post-zombie apocalyptic world.

The series explores how these Generation Y-ers survive without television, internet or cell phones, and how they fashion a new world order amidst the chaos.

## Guts & Bolts:

Six months ago, the world went to shit and zombies took over. The young and old were the first to perish, making “twenty-something” the average age on Earth. Isolated pockets of civilization still exist: groups of stragglers on the run and hunkered-down individuals who fend off zombies and scavenge the world for remnants of their former lives. Other humans are viewed as friends unless proven to be cannibals or marauders. You’re lucky to find food and weapons, much less electricity, running water, or nostalgia items like Bop-It or Teenage Mutant Ninja Turtles.

Those who weren’t infected by the zombie virus, were devoured. The zombies are our neighbors, our parents, our friends, and our enemies. They are driven only by the need to feed. Zombies are attracted by noise, human smell, and fresh blood. They aren’t incredibly fast since many of them are missing limbs, but they do have stealth and power in numbers.



**Rogue Zombies** are the newly infected. They are most likely to still have all of their limbs. They often travel alone and still retain a limited capacity for intelligent thought. They are harder to kill because you may not see them coming and you may walk into a trap of their own design. Much like tiger, they will stalk you and pounce when you least expect it.



On the other hand, **Hobo Zombies** possess limited limbs and a limited capacity for intelligent thought. Their infection runs through their dead veins with full force. They travel alone or in sporadic, unorganized groups. Hobo Zombies are the easiest to kill. They are often so absorbed in scavenging or aimless wandering that they’ll never smell you coming...unless you’re wounded, of course.



**The Zombie Horde** is an entirely different beast. It's comprised of both Rogue and Hobo Zombies. Much like a school of ravenous piranha, it's unpredictable, relentless, and deadly! You can alert the Horde with loud noises or the scent of fresh blood, but it's not recommended. Every zombie within a wide radius will suddenly appear and form the horde. It's a feeding frenzy! Invigorated by new prey, the zombies move fast and will stop at nothing for a bite of human flesh. They have been known to kill each other over a fresh kill. It's nearly impossible to distract the Horde unless you use a human sacrifice. However, explosives have been known to lessen the Horde's strength.



**To kill an individual zombie**, dislocate its head and destroy its brain. Use anything that can be a weapon, even your fists. You can't get the zombie virus through blood, so feel free to get covered in it. Get bitten and you get infected, but you probably won't live long enough to turn into a zombie. The zombie virus kills you fast, but zombies kill you faster. Zombies may be eaten by humans, but it's not advisable.

Our group of stragglers is the sort that shouldn't have survived this long. In fact, they should have been eaten months ago. As a group, they fend off the zombie horde, search for food, weapons, and safe houses. Because their former lives were filled with video games, iPhones, and junk food, they get terribly distracted trying to recreate their childhoods circa 1995. If they have downtime, our twenty-somethings always squander it trying to get a TV to work or fighting over the last bag of Doritos. These are our survivors. They are young (most of them) and they are ill-equipped for life. Yet, somehow they survive.

## Tone:



**ZOMBIE MURDER EXPLOSION DIE** guarantees each of those things in every episode! In the midst of kick-ass zombie violence, are adult comedic situations and Gen Y nostalgia as our group tries to recreate life before the apocalypse. ZMED mixes serialized and stand-alone formats with a loose though-line of survival and a search for the cure. To increase the body count there will be small supporting "ensigns" a la *Star Trek* within the group that will get eaten or killed each episode. While the series itself focuses on the main character story arcs, there will be opportunities for "guest star" story arcs as well.

# THE SURVIVORS



## MIKE DOUGLAS (Our Hero):

Former video gamer and latchkey kid, Mike's nerdy, but so adorable that he can always get the girl...even though he never knows what to do with her. He has a huge crush on Heather; she's the Eve to his Adam. Mike may look weak, but he knows how to handle a pump-shotgun. Zombies terrify him and he constantly has to test the limits of his courage.

*Weapon Of Choice:* Pump Shotgun

## ROBBIE STORE (Supernerd):

Robbie is Mike's tagalong "friend", we mean, next door neighbor. Robbie is the friend you wish would go away, but never does. He has no social skills since most of his socializing was done over a game of World of Warcraft. He's flubber-mouthed around the ladies, insecure, and awkward at all times. He credits his survival to his experience battling monsters in cyberspace, but really it's all luck. In fact, he's the luckiest S.O.B. in what's left of the world. You'll find him hacking dead zombies to bits and miraculously escaping live ones due to extreme serendipity.

*Weapon Of Choice:* Medieval Axe - He bought it at Medieval Times



## HEATHER HOLLOWAY (The Love Interest):

Heather's on the cusp of being a babe. The apocalypse helped her break out of her shell and embrace her inner strength. She's still the sweetheart she once was and thinks that Mike guy is pretty cute. But don't let her sweet smile and infectious laugh fool you, she's got Daddy's chainsaw and isn't afraid to get covered in blood.

*Weapon Of Choice:* Daddy's old chainsaw

### **CHANCE HOWARD (The Celebrity):**

Chance is a celebrity through and through. He's fully equipped with a warped sense of reality and a healthy infection of narcissism. He's self-centered, lazy, spoiled, and irresponsible. Chance has one M.O.: bone chicks. Despite being buff, he's reluctant to use his muscles for anything other than modeling. His inability to be a team player always puts the group at risk, but he'll never own up to it.

*Weapon Of Choice:* Baseball Bat



### **JACK (The Protector):**

Ripped and mysterious, Jack claims to have worked in Best Buy returns, but his story doesn't add up. He'll survive at all costs and protect everyone in the process. He's single-handedly saved their asses more times than he can count. He's constantly frustrated by the short-attention spans and naiveté of his younger counterparts. He has no tolerance for Chance or anyone who doesn't understand the concept of "the greater good." In battle, Jack is always prepared and never afraid to go at it alone. He goes in with fists blazing for the personal kill he loves so much. Nothing pleases him more than to smush zombie brains between his fingers!

*Weapons Of Choice:* Anything he can get his hands on.

### **DR. THADDEUS FITCH (The Doctor):**

Ahem, we mean, *pharmaceutical researcher*. As the caretaker, Thaddeus insists upon safety first and is a total buzz-kill. He's a scaredy-cat, so Jack appointed him as clean-up crew. He puts his medical knowledge and garden shears to use, severing zombie heads when the dust clears. He's also on a quest to find a cure for the zombie virus. Maybe it's because he had a hand in its creation...but we didn't tell you that.

*Weapon Of Choice:* Garden Shears







**WALTER SIMMONS (The Serial Killer):**

Lurking in the back is Walter, the secret serial killer. This dude is frakin' creepy! He's private and ritualistic and always interjects inappropriate comments into conversations. Walter has a love affair with his sniper rifle. Literally. He perches high with a good vantage point, picking off zombies one by one. Killing zombies satiates his itch to kill, but it's nothing like taking down a human. He doesn't kill within the group, because that would be suicide.

*Weapon Of Choice:* Sniper Rifle

**JANEY MALLOY (The Genius Stoner):**

Janey, the sarcastic and crafty engineer, is driven by two things: science and weed. She's more dude than chick and has the foul mouth and penchant for burping to prove it. Like MacGyver, she spends all of her time turning random items into insane battle weapons. She loves to blow shit up. You'll often find her smoking up while making a bomb out of nails and a deck of playing cards. Run out of ammo? She'll produce a Molotov cocktail. This bitch loves the burn!

*Weapon Of Choice:* Improvised Explosives



# SPRINGBOARDS

## *Saved By The Bell*

The group, scavenging by foot, comes across a dilapidated, abandoned mansion. Chance lags behind, following a hot pair of legs into an ice cream truck. The rest of the group goes inside the mansion to look for provisions, while Jack searches a pile of crashed cars. The “hot legs” turn out to be a zombie and Chance attracts the zombie horde when he drives the ice cream truck right to the mansion. Chance casually goes inside the mansion with full knowledge that he’s leaving Jack outside to fight the horde. The horde arrives and Jack fights hundreds of zombies on his own. The group inside the mansion can offer no help because they’re trying to get a DVD of *Saved by the Bell* to work. Jack barely makes it through the attack. He drags himself inside just in time to catch the end of the “caffeine pills” episode and releases his wrath on Chance.

## *Zombie Prom*

Fortified in a high school with a bunch of students, the group becomes easily bored. Discovering “Under The Sea” decorations, Heather suggests they throw a prom inside the gymnasium (much to Janey's chagrin). Chance asks Heather to the prom before Mike gets a chance and she’s powerless to say no. Thaddeus ventures outside trying to use his cell phone, and in his negligence, accidentally leads a rogue zombie inside. At the start of the dance, Janey appears in a prom dress of her own creation, revealing that she's actually quite attractive. Mike asks Janey to dance and she rejects him. Chance sees how hot Janey is, promptly dumps Heather and swoops in for the kill. Jack’s softer side is revealed when he accepts a dance from a really ugly girl. Mike finally gets the courage to ask Heather to dance...but that’s when the rogue zombie causes panic. In the chaos, the zombie bites most of the other students, turning them into zombies as well. The survivors battle it out and finally make it to the lighting booth above the gym. Walter picks off the infected students one by one from the rafters with his sniper rifle. Inside the lighting booth, Mike and Heather share that magical dance, while Jack and Janey rig the lighting equipment to explode. The group escapes just as the high school is engulfed in flames.

## *Take A Chance On Me*

The group ends up in Chance’s hometown. When Mike asks Chance if he'd like to look for family, he gets very short with everyone and suggests that they should move on. As they move out, they run into Chance’s old flame, Nora Summers. Faced with the love he thought he lost, the group sees a different side of Chance: he’s kind, thoughtful, and compassionate. Nora invites the group back to the police station where she’s been hiding out. Nora and Chance rekindle their love. In the middle of the night, Robbie’s passes out in the control room, accidentally hitting the intercom. His sleep apnea alerts the zombie horde and they attack! In the midst of an insane zombie battle, Nora gets taken by the horde. Chance desperately tries to save her but, ultimately must watch the zombies eat her. Jack, Mike, and Walter fend off the horde. As they leave town, Chance, reeling from his loss, goes back to being a prick.

## *You Don't Know Jack*

The group discovers an old army base where the generators are still running. Finally, they are able to take some hot showers and enjoy some warm food! Robbie disappears, saying something about *NEEDING* to get an internet connection to check on his World Of Warcraft character. Heather finds a DVD of *Ghost* and Mike pretends to know the movie by heart to impress her. Janey finds access to a lab and looks for medicinal Mary Jane as she is running low. Walter and Jack look for weapons. While Robbie tests out the computers, he finds a file containing Jack’s military past. The reason for Jack’s dishonorable discharge is blank. Jack catches Robbie looking at the file and warns him not to tell anyone. Unfortunately, Robbie can’t keep secrets and is about to burst, so Jack realizes he must tell Robbie the whole story to keep his secrets safe. By the way, Janey discovers a bunch of half-dead hobo zombies in the lab and they blow it up before they leave, destroying all evidence of Jack’s past.

## *Take Me Out To The Ball Game*

Now traveling in a caravan, Chance leads the survivors off course to an old baseball stadium. While Jack and Thaddeus secure the area, the others enjoy an incredible game on the gorgeous, well-kept field. Chance makes the mistake of hitting a home run, which sets off the scoreboard music and attracts every nearby zombie. As the zombies attack, Jack and Thaddeus meet the Groundskeeper to the stadium, who offers to help save them. They lure the zombies onto the baseball field. The Groundskeeper who filled the emergency sprinklers with acid, sets them off. The zombies are killed, but the field is now ruined. The banished group must move along on their journey.

## *Janey's Got A Gun*

The zombie horde drives the group right into Janey's college campus. Once inside the fortified border, they encounter Milt, one of her former classmates. Milt, who has been isolated for months, is relieved to find others and begs them to let him join their group. Janey totally hates on Milt and warns the group that he's an idiot who will get them killed. Really Milt is her ex-boyfriend and "once an ex, always an ex." The group splits up to hunt for provisions. During the search, Robbie discovers Milt dead from a gunshot in his bunker. All signs point to Janey, but she swears it wasn't her. They find a gun near Milt's body and Walter proclaims that he committed suicide. The group investigates the crime scene and Janey, through the use of forensics, determines that Walter's story holds up. Fearing that fresh blood will excite the zombie horde, the group pillages Milt's food stash before making their escape. The nature of Milt's demise is revealed to the audience: Walter, driven by his need to kill, stalks Milt to his bunker. Inside Milt masturbates to a hentai/anime magazine. Walter accidentally makes a noise, which causes Milt to grab his gun with his slippery hands. The gun slips out of Milt's hands and goes off, killing him instantly and frustrating Walter immensely.

## *Our Destination*

Though the group's travels seemed like aimless survivalist wandering, it turns out Jack had a plan the whole time: to bring the group to a safe house in North Carolina. The group finally escaped the onslaught! After ridding the safe house of its resident hobo zombies, the group decides to make a new life there. A few months into their new life, survivors begin disappearing one by one. It turns out that Walter, who hasn't killed anything in months, is responsible! Chance accidentally walks in on Walter disposing of a body and tries to escape. Walter shoots Chance in haste. Jack hears the shot and comes to investigate. Walter tries desperately to hunt down Chance, who tries to hide. Walter is about to put Chance out of his misery, when he's shot and killed...by Mike.



# FAN ART

The art below is a small representation of the excitement we've gotten from our dedicated 400+ Facebook fans. We premiered two animated trailers at the CTN Animation Expo in late November 2010 and the response was overwhelming. After releasing them online, we received thousands of hits and hundreds of message board comments demanding information on the show's release.



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**Trailers available:**

**[www.youtube.com/user/sonicbunnyanimation](http://www.youtube.com/user/sonicbunnyanimation)**