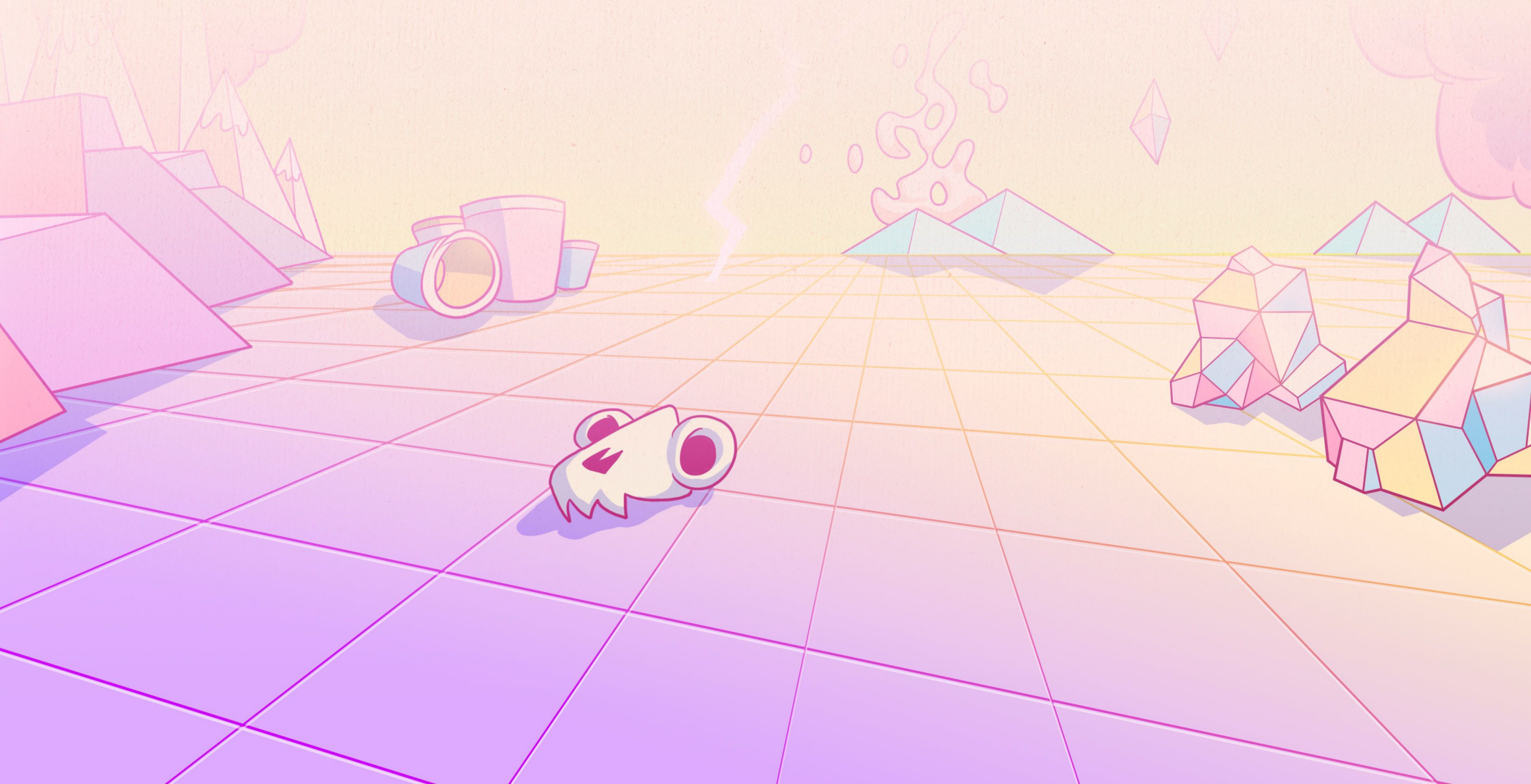


In a future where milk is the most sought after resource on the planet, two rival milkmen must work together to hunt dangerous milk-beasts in order to keep the town's dairy supply flowing.

This is...



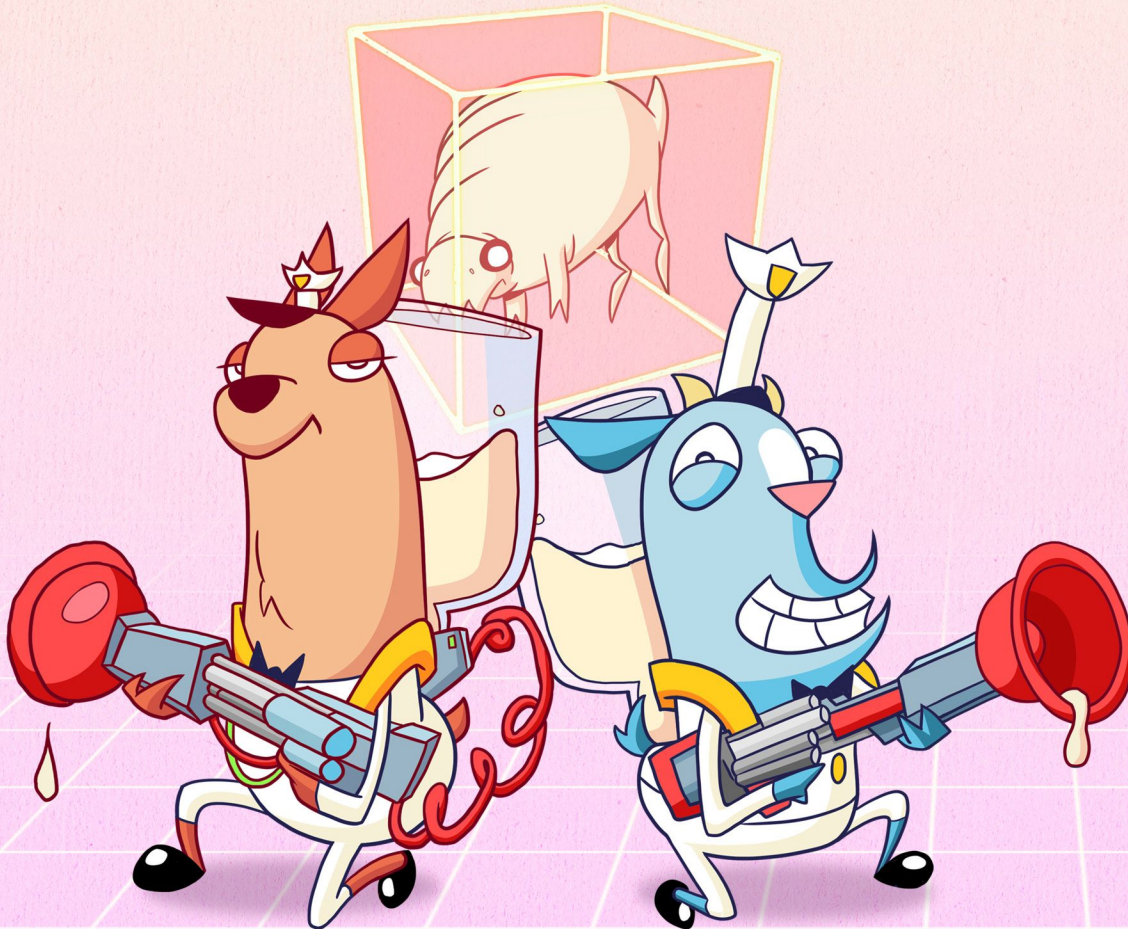
Lactose INTOLERANT



SHOW SUMMARY

Lactose Intolerant is about the adventures of the last two milkmen on Earth - Merlin Dairyheart and Curt St. Way.

Merlin is a blue goat who knows everything there is to know about milk delivery. His partner, Curt, is a very tough llama with a short temper. They live in a world where milk is so scarce it has become the most important commodity on Earth (kind of like Mad Max with dairy). And guess what? It's their job to deliver it.



Delivering milk may sound easy, but things are different in this pastel futurescape. For one thing, there are no cows, only monsters called Lactoids. Dairy has become so prized, people try to steal it whenever they can, so it must be protected at all costs. And to make things really tough, these two guys totally hate each other.

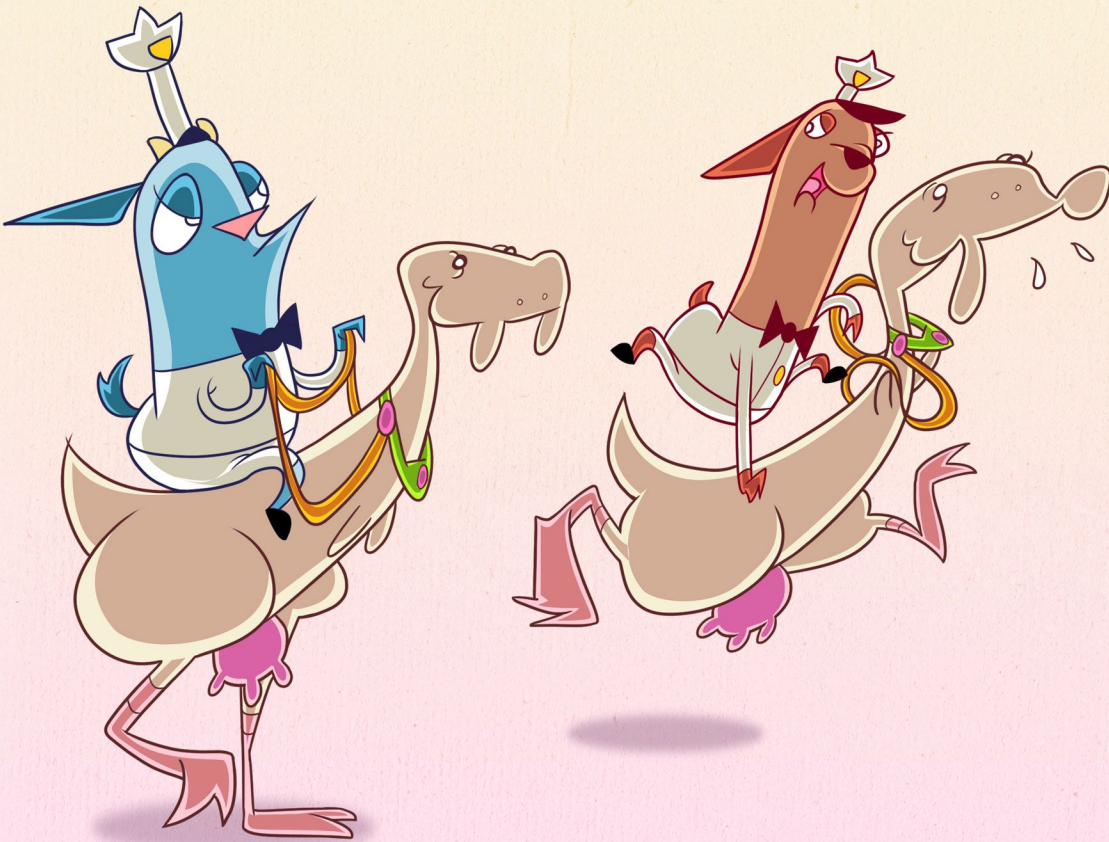
But they've been hand-picked to work together, so they must set aside their differences and deliver the precious milk (AKA white champagne) to the town of Flemburg.

They get their orders from this fellow: Mayor Buck Mucus. He's a buffalo. He has to keep the townsfolk happy no matter what, which gives him anxious nightmares and makes him crazy.

Like all leaders, he makes fantastically bad decisions that Merlin and Curt have to then carry out. He has an IQ of 1 and has no idea what he's doing. But he's kind of cute and lovely, too.



The Mayor provides Merlin and Curt with all sorts of cool equipment to help them out. They have enzyme breakers, milk tankers and power whisks, as well as their Hover Milkfloat - a kind of strawberry-flavored Batmobile. This advanced hardware is essential as they venture deep into the no man's land known as The Skimzone.



The Skimzone is what lies beyond the safe haven of Flemburg. It's filled with weird creatures and strange crystal formations. It's terrifyingly awesome.

It's also home to the bizarre mutations called Lactoids, which are the last source of milk on the planet. Imagine leaving a glass of milk out in a radioactive desert for a thousand years and letting the cultures grow really big - that's what these guys evolved from. They are basically made of bad milk.

Merlin and Curt have to track down and capture the Lactoids, which makes them like a milky version of the Ghostbusters. And for that valiant reason alone, they are treated like heroes by the townspeople of Flemberg.

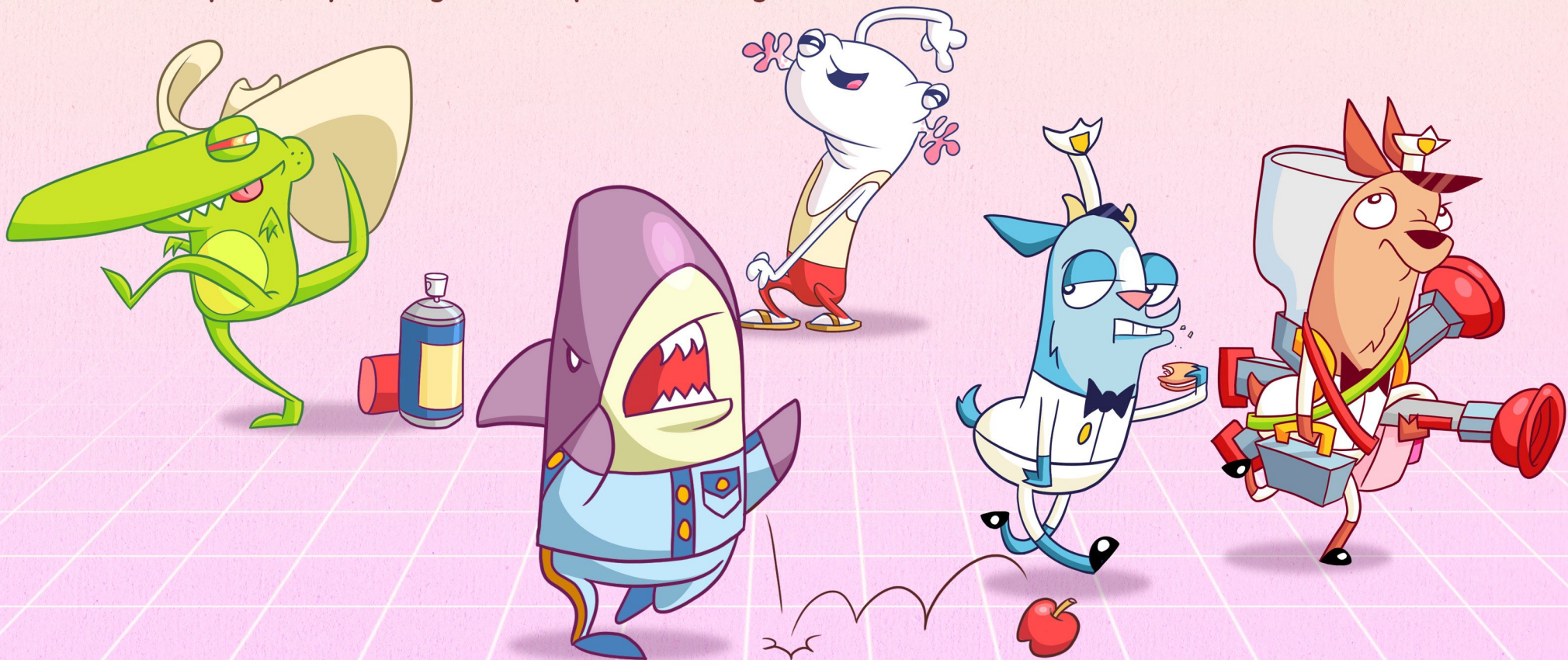
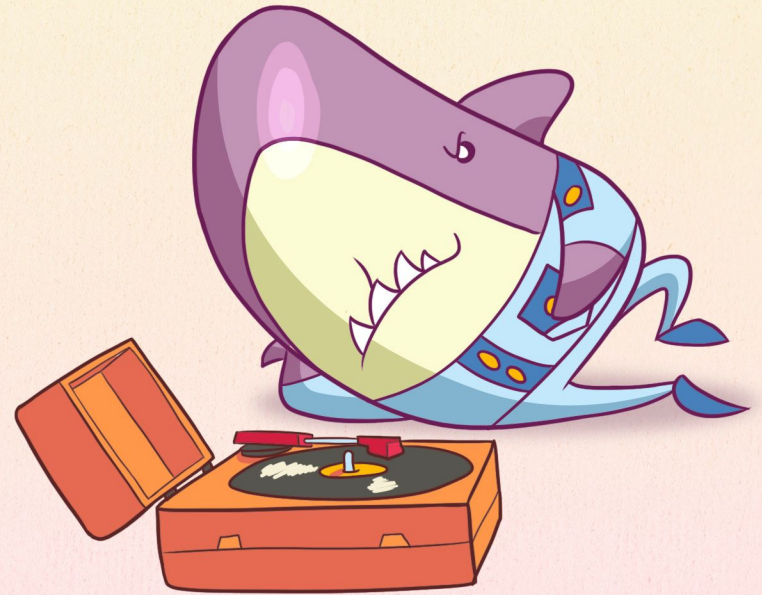
But not everyone shares that sentiment.



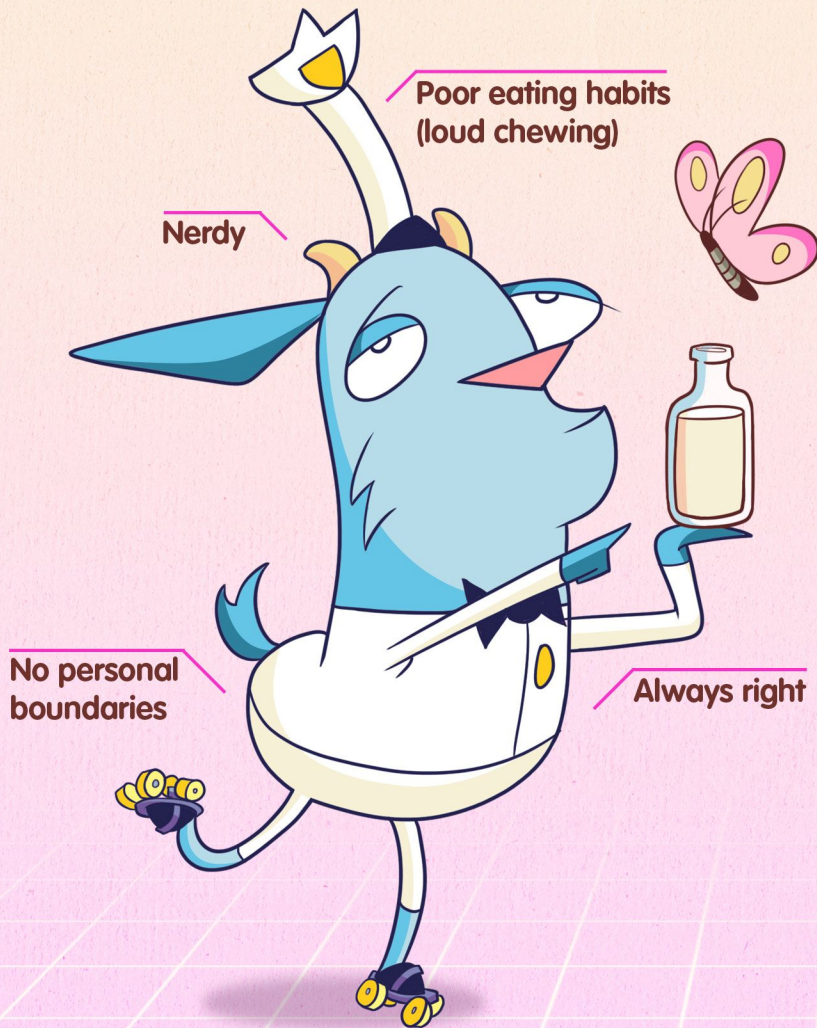
Captain Bob Chum (a shark) and his cohorts, Brisket (a lizard) and Softy (an axolotl), really hate mammals and their stupid dietary requirements. They never had any milk growing up and they turned out okay (apart from being baddies).

They have declared Merlin and Curt their sworn enemies, and Captain Chum plans to destroy the dairy industry in order to sell his own saltwater soda alternative. Unfortunately, it tastes like coral. These mischief makers are another obstacle our heroes must overcome.

Despite their differences, and against all odds, Merlin and Curt were born to deliver milk. They may deal with danger in different ways, and have fights about how to get the job done, but in the end, when times are desperate, they band together to keep the milk flowing.



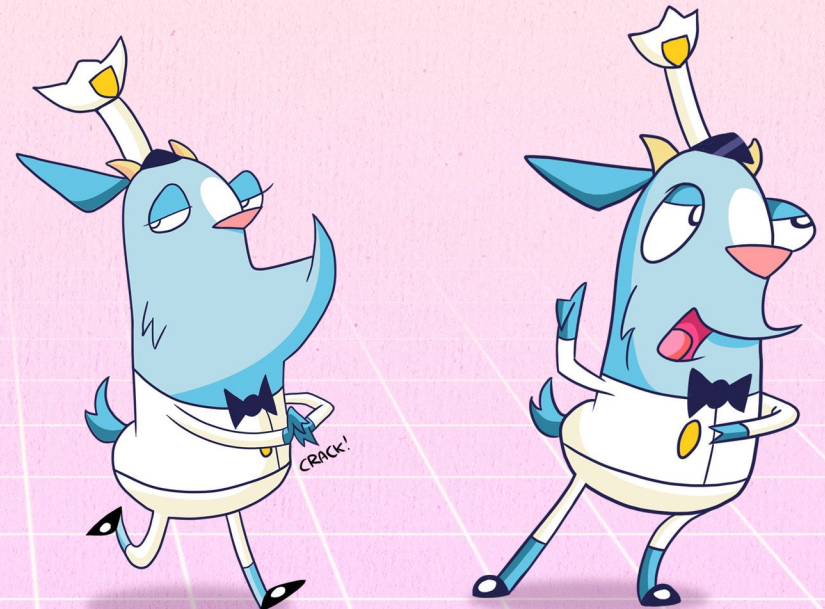
CHARACTERS



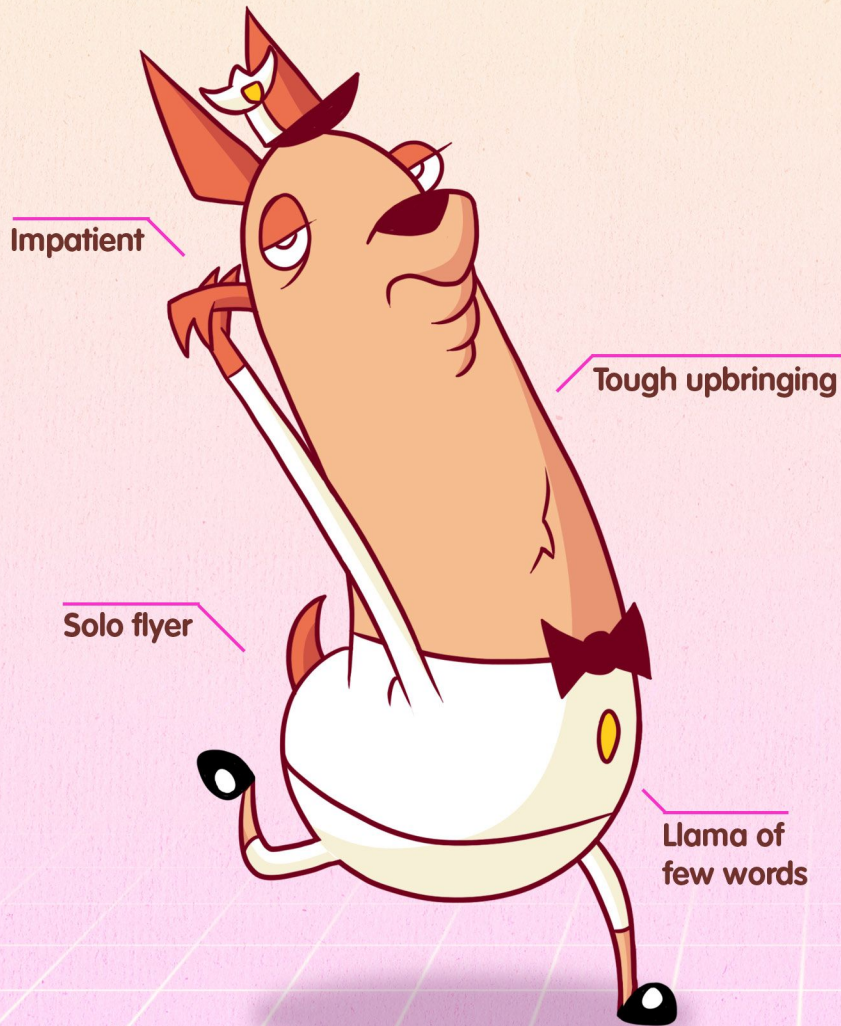
MERLIN DAIRYHEART

The best milkman in the world (number 1 out of 2). He is brave, loyal and loves his job. Unfortunately, he's a huge nerd and his perfectionism knows no bounds. He is a nit-picker, especially towards his partner Curt, who he considers a brute. But he can't say that out loud or he'll get strangled. He is the brains of the operation. Or at least, he thinks he is.

He is an arrogant know-it-all, but he has a short attention span and gets bored easily which ends up putting the team in mortal danger. Also has a dry skin condition, which his partner finds extremely upsetting.



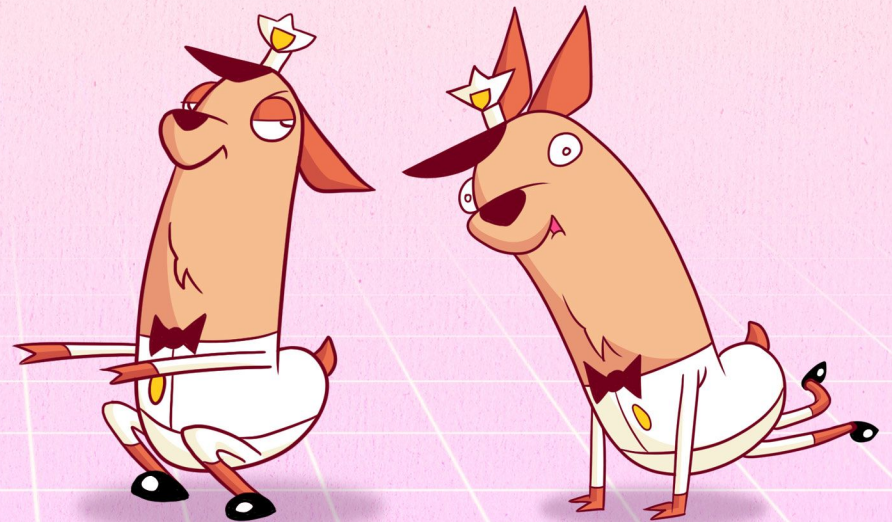
CHARACTERS



CURT ST. WAY

A former rival of Merlin, now forced to work together for the good of the dairy industry. He is a big ol' llama, obsessed with his muscles. He is very angry and hostile because that's what gets results. Curt is super macho and rolls his eyes at the slightest weakness. He has a short fuse, especially with people who don't say what they mean, which is his partner Merlin all over.

His brawn is a great complement to Merlin's technical approach. He grew up in Calcium Heights (the bad part of town), so he knows a few things you can't learn in books. That comes in handy when the job gets messy. All in all, a true maverick.



MAYOR BUCK MUCUS

Mayor Mucus is responsible for keeping the milk flowing into the town of Flemberg. He is blank inside, with no clue about the dangers of the world. He would walk in to speeding traffic if no one was there to stop him. He is extremely proud of his milk delivery team.



GHOST OF LOUIS PASTUER

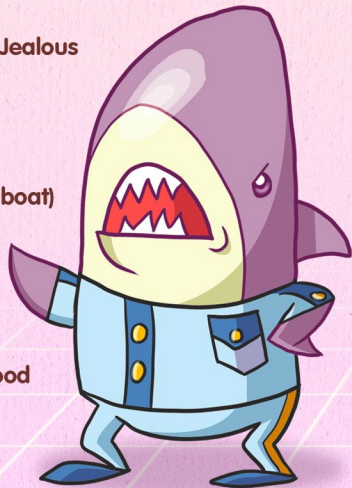
Even though they don't remember quite what he did, society now worships Louis Pasteur as a legend. So much so that their belief has somehow raised him from the dead. The ghost appears in times of great danger, usually terrified out of his mind, and offer a nugget of wisdom that helps our heroes with their problem.



Jealous

Dark past
(he sank a boat)

Not a good leader



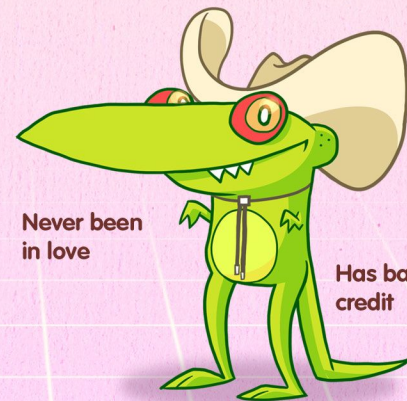
CAPTAIN BOB CHUM

This guy has an inferiority complex and he hates mammals with a passion. He is trying to sabotage the dairy industry and replace it with his own saltwater soda. He has evil tendencies and is the leader of his little gang, but secretly wishes he was born a lion. He even has a poster of Simba in his cabin.

Sneaky

Never been in love

Has bad credit

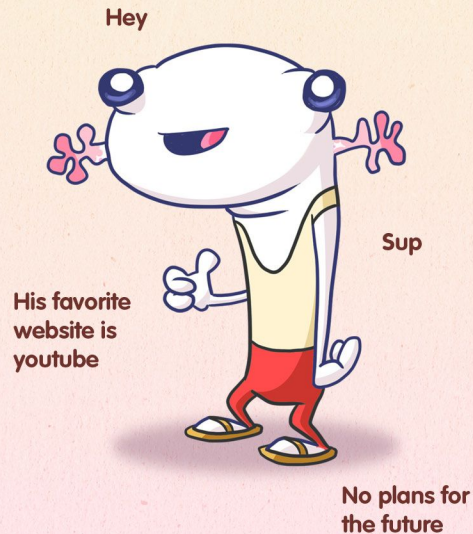


BRISKET

Brisket is a greedy lizard who only cares about making money off of honest folks. He's always trying to scam someone with his fast tongue and crackpot schemes. He is an expert liar and even his closest associates know not to trust him.

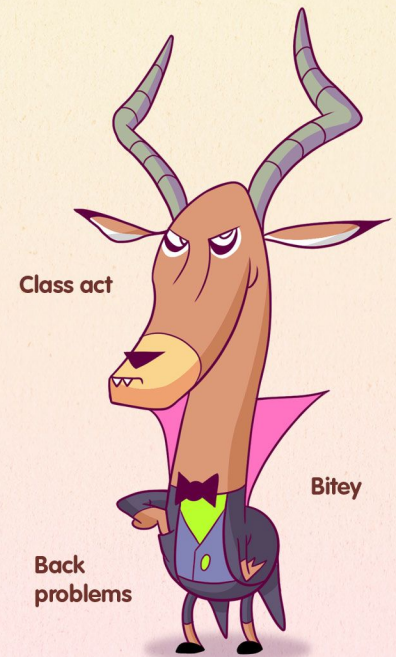
SOFTY

He is a chill dude, and likes to have fun with his 'peoples'. He helps out with Captain Chum's nefarious schemes and finds them endlessly hilarious. He's just having an awesome time without really thinking about stuff, y'know? If he stopped for a second, he'd probably feel guilty, but right now, he's just living in the moment.



VLAD THE IMPALA

A mysterious figure in the town of Flemburg. He comes and goes, but some great mishap usually occurs when he appears. He operates alone, and thinks very poorly of Captain Chum's childish antics. Vlad has a long list of physical ailments that stop him from being a true danger to anyone.

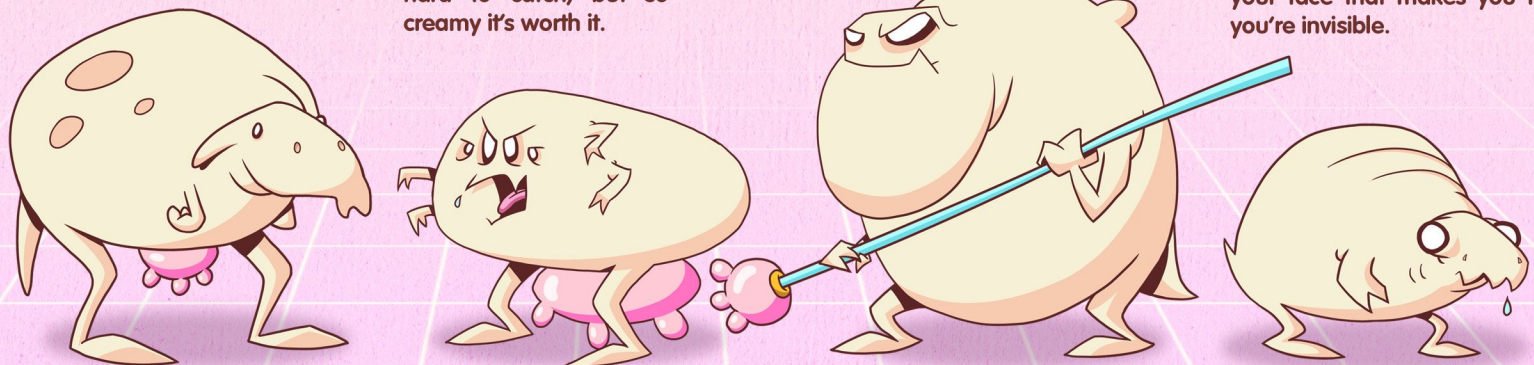


THE LACTOIDS

These are genetically modified monsters cultivated out of sour milk. They are dangerous, and the last source of milk on the planet. They come in many different types. Here are a few:

UDDERBEAST

Docile until startled, then likely to stampede. These are the most common Lactoids, and are easily caught.



CURDLER

Crazy little monsters that will attack anything. They are dangerous devils and hard to catch, but so creamy it's worth it.

SOUL SKIMMER

Smartest of all the Lactoids. Able to figure stuff out and hunt you down. They have been known trick other Lactoids to save themselves.

SOURBUG

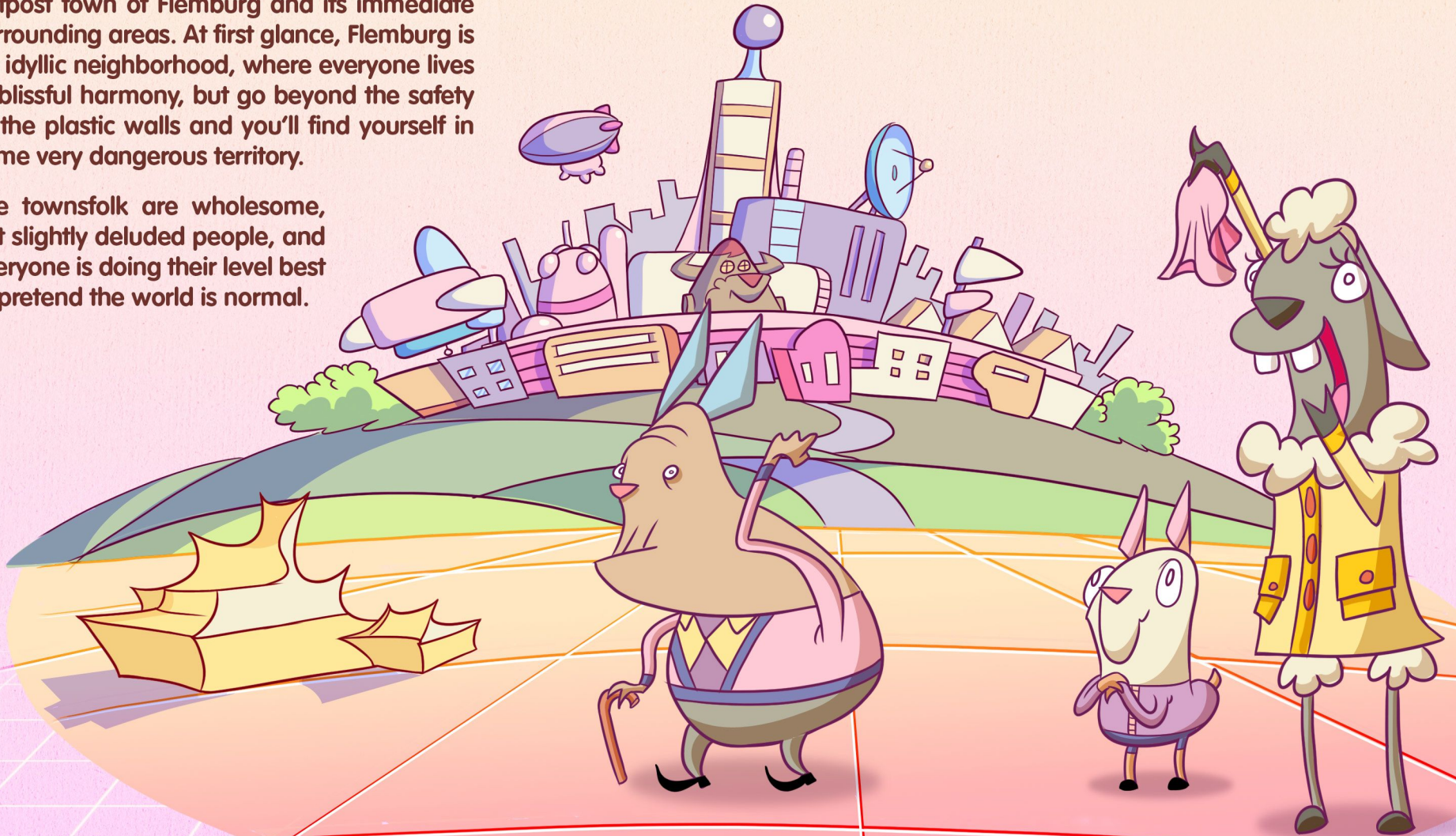
Easy to manage on their own, but they tend to move in large groups. They also hide in hard to reach places and pop out when startled. They spray a fine mist in your face that makes you think you're invisible.

SHOW SETTINGS

FLEMBURG

Lactose Intolerant takes places in the little outpost town of Flemburg and its immediate surrounding areas. At first glance, Flemburg is an idyllic neighborhood, where everyone lives in blissful harmony, but go beyond the safety of the plastic walls and you'll find yourself in some very dangerous territory.

The townsfolk are wholesome, but slightly deluded people, and everyone is doing their level best to pretend the world is normal.



THE SKIMZONE

A vicious no man's land that surrounds the town of Flemburg. Roaming gangs, floating yogurt crystals, fluorescent pink lightning storms and monsters that will eat you up as soon as look at you. Would be a great place to hold a rave if it weren't so deadly. Merlin and Curt spend a lot of time here, usually fighting for their lives.

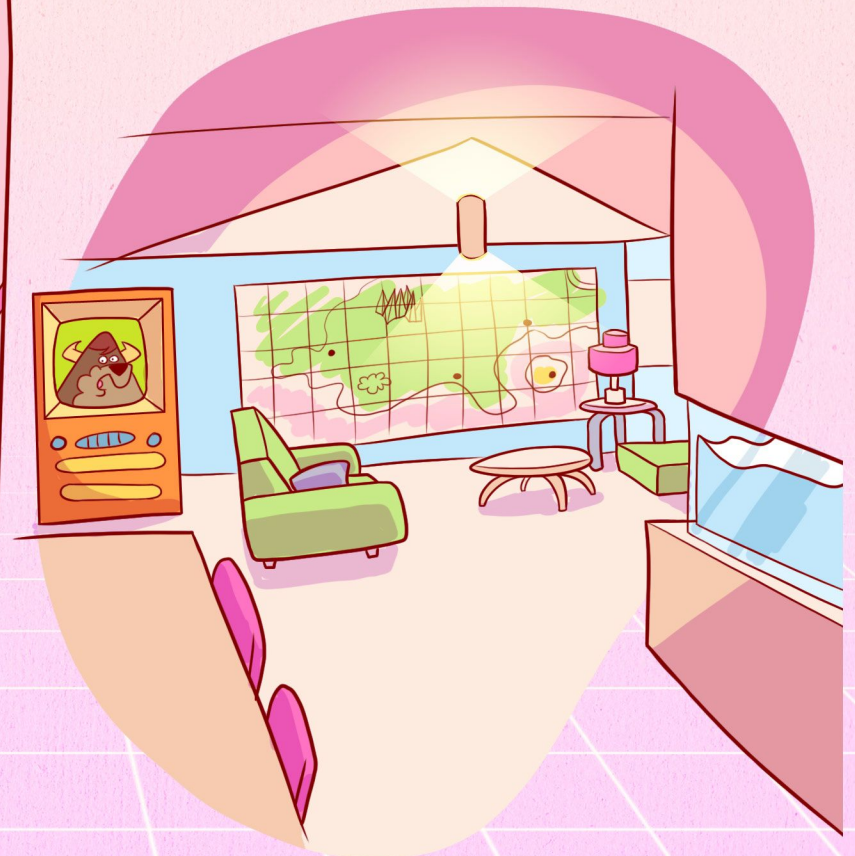
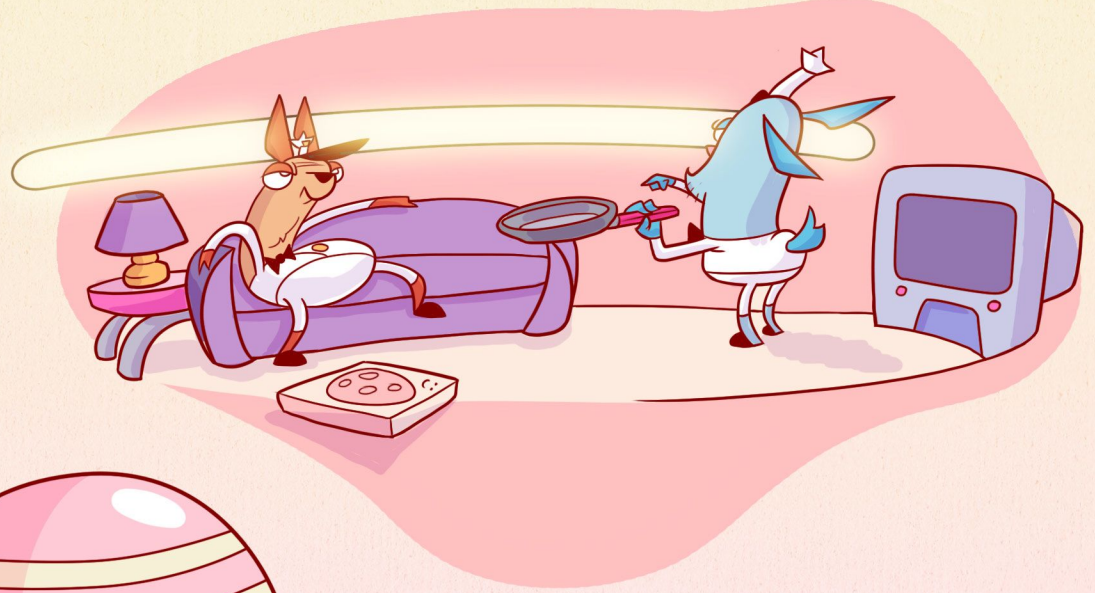


MILK STATION ULTRA

Merlin and Curt's headquarters. It is their home, their mission control and their garage all rolled into one.

The unique 'teat dome' design can sense the area for miles around, alerting our heroes to the presence of Lactoids nearby.

The station has a direct link video link to the Mayor's office, which is usually ignored.



CITY HALL & MUSEUM OF DAIRY HISTORY

The Mayor's office. Custom-built to his own specifications. Even has a mini-fridge. Next door is the pride of Flemberg, the Museum of Dairy History. A cathedral to the life and work of Louis Pasteur. Filled with erroneous facts and misinformed half-truths. Free entry Mondays.



PILOT PREMISES

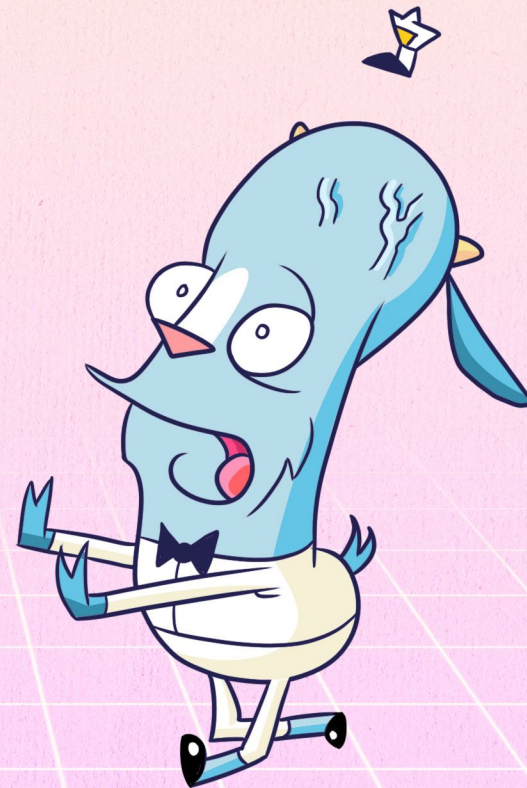
THE ERRAND

Merlin has promised to return Mayor Mucus' prize possession to him, a barometer that has been professionally polished. They are soon pestered by Bob Chum and his cronies, who are playing with air horns. Brisket wants to hold the barometer so he can guess its value, but he drops it and it smashes. Curt chases him away. Returning to their float, they find Bob Chum ate the engine. Then Mayor Mucus shows up in a tight milkman uniform, asking them about civet coffee. His arms and legs float away. Things get progressively stranger until Curt realizes what's up - this is a Chaos Barometer and Merlin must fix it if things are to ever return to normal.



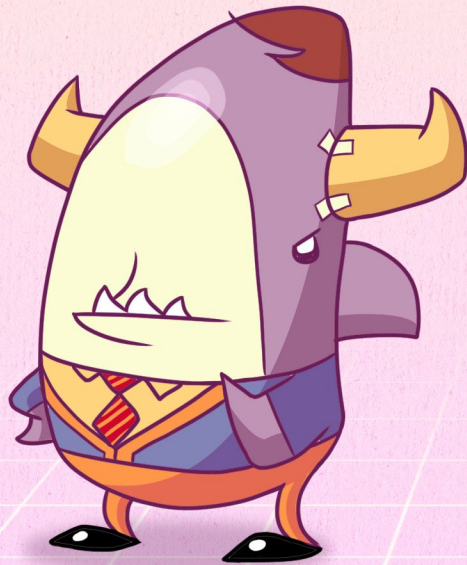
OVERLOADED

After a long day, Merlin wants to nerd out by falling asleep listening to an encyclopedia audiobook. Through an open window, Brisket tampers with it using magnets. Merlin endures a night of terrifying droning narration and vicious white noise, and wakes up with a swollen brain full of information. When the duo's milkfloat breaks down inside the Skimzone, Curt must escort his partner safely back to town before the trivia takes over.



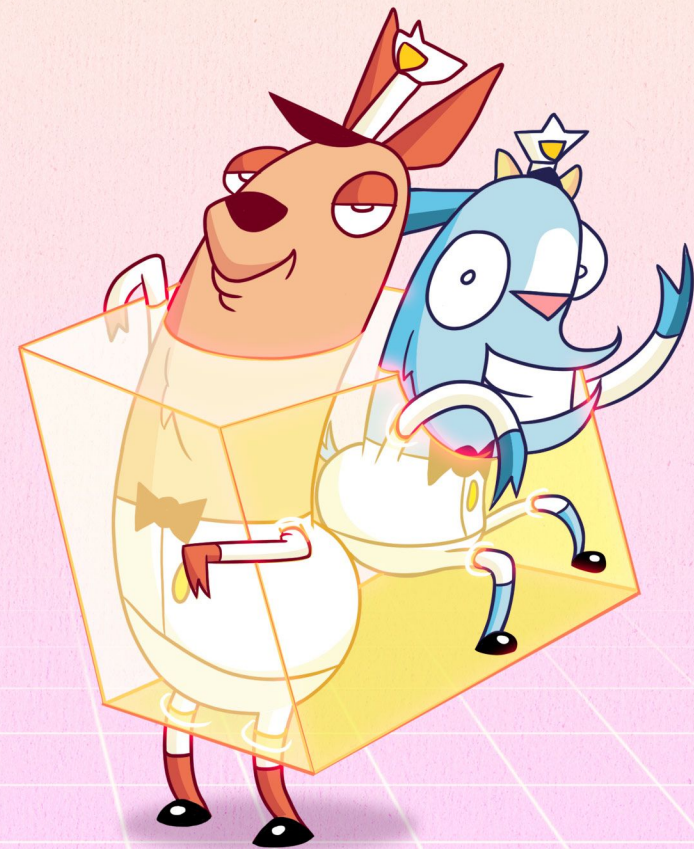
TRICKED

When Mayor Mucus is tricked into attending a red carpet ball in a collapsed mine, Bob Chum disguises himself as the Mayor. He banishes Merlin and Curt to live in a tent in the wilderness forever. They only realize they've been hoodwinked a week later, when a bedraggled Buck Mucus wanders on to their campsite begging for canapés. Now they must convince the townsfolk that the hobo with them is the true Mayor, not the sharply dressed shark with horns glued to his head.



POLYGON OF FRIENDSHIP

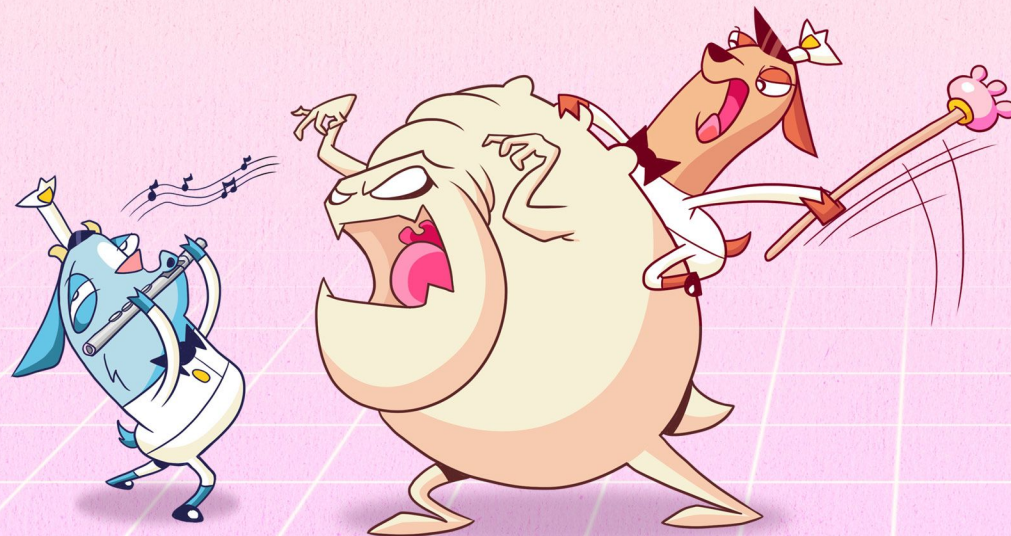
During training, Curt and Merlin accidentally become trapped in one of their own Encasement Cubes. They find themselves joined at the hip at first, but are gradually sucked inside an MC Escher painting made of lasers and forcefields, a zero-gravity hell that would drive anyone insane. Their friendship reaches breaking point after Merlin's escape plan fails, and they have to do the unthinkable: ask Bob Chum for help.





PUDDING YOURSELF IN DANGER

Captain Bob Chum lures our heroes into the Skimzone with the promise of yogurt muffins, and encourages Merlin and Curt to wrestle Lactoids in flamboyant ways to prove which of them is the greatest. While the heroes are diverted, Softy and Brisket open the dam above town and release a tidal wave of rice pudding straight for Flemburg. With only minutes before disaster strikes, Merlin and Curt must stop their competitive bickering, and team up to stop the wave - even if saving the town spells their untimely doom.



A LACK OF CULTURE

Captain Chum and his gang are giving out free samples of saltwater soda to whoever will make fart noises outside the town's museum. In reality, this is a distraction while they steal the priceless statue of Louis Pasteur inside. Only our vigilant heroes can stop them getting away with it.