

# The Family Adventures of LOUDLY DOGOOD



*If you would've told me a year ago that my family would be out of Newcorp City and living in my hometown of Red Oak Valley, I would've called you crazy. I swore I'd never go back.*

*But here we are. This is the true story of a treasure my father lost and my family's journey to find it. We learned so much from the experience, and I hope you do too.*

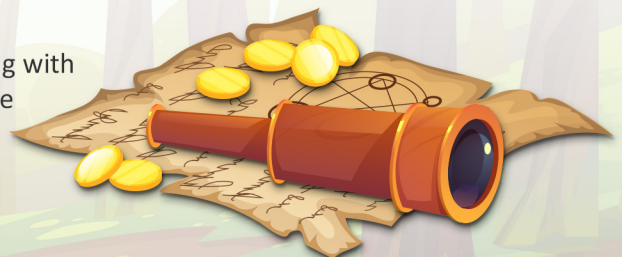
*Sincerely,  
Loudly Dogood*

## True Adventure Awaits

Lou Dogood learns that his estranged father, Rexrode "Rex" Dogood, hasn't returned from his latest treasure seeking adventure. He packs up his family of four to settle his father's affairs, so he can quickly return to his monotonous life in Newcorp City.

Adventure awaits the Dogood family back in Red Oak Valley. While packing up Manstone Manor, the Dogoods discover a mysterious message from Rex begging them to find what he lost. The Dogoods are at the crossroads of either returning to their modern comforts or following a peculiar path left by Rex.

In ***The Family Adventures of Loudly Dogood***, journey along with a typical modern family as they set out on an unforgettable adventure leading to the treasure of a lifetime.



*“You’re seeking treasure often overlooked,  
rarely found, and desperately missed after it’s lost.”*

**Journal Excerpt of Rex Dogood**

**REX DOGOOD** (60s) - The patriarch of the Dogood family is a thrill-seeking, world-traveling adventurer with one fantastic story after another. He’s fearless, but broken. Strong, but emotionally stunted. He has everything in the world and yet nothing at all. He realizes these contradictions too late and hopes his family will learn from his failures.

**LOUDLY DOGOOD** (30s) - The son of Rex Dogood has lived in his father’s shadow his entire life. Loudly possesses all the skills for treasure hunting, but works stuck behind a desk in data analytics. After a falling out with Rex, Loudly left home and swore never to chase the foolish dreams of his father. He even hated his given name so much he started going by “Lou.” He’s chosen a far different life than his father, but the results are the same. Even with all the modern comforts, his family’s relationships are broken.

**LADY DOGOOD** (30s) - Loudly’s wife and the consistent voice of reason had a stable, loving childhood with two parents who cherished and supported her. Whether a listening ear, a bandage to a wound, or a wise piece of advice, Lady gently pushes her family in a more positive direction. She’s barely holding the family together between a husband angry at his father and children locked into a virtual fantasyland. Her main character flaw is her need to constantly maintain composure and control. She struggles to ask for help.

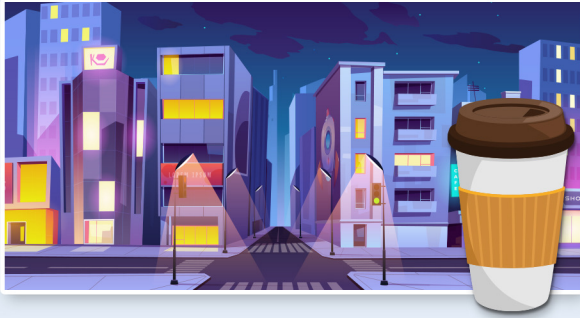
**WILL DOGOOD** (10) - The son of Loudly and Lady has the heart of an adventurer and the skill set of...a video gamer. As he learns more about his grandfather’s world travels and his father’s upbringing, he wonders why his dad handed him a computer instead of teaching him to make a fire or repair an engine. Will is a mixture of the virtues and flaws of his father and grandfather. As the protagonist of the story, the struggles that shape Will’s character provide the contours for many of the Dogood family’s adventures.

**NITA DOGOOD** (6) - The daughter of Loudly and Lady is an unsuspecting voice of virtue and common sense. As the youngest Dogood, she often generates calamity, but she’s also the key to progress in pivotal moments.

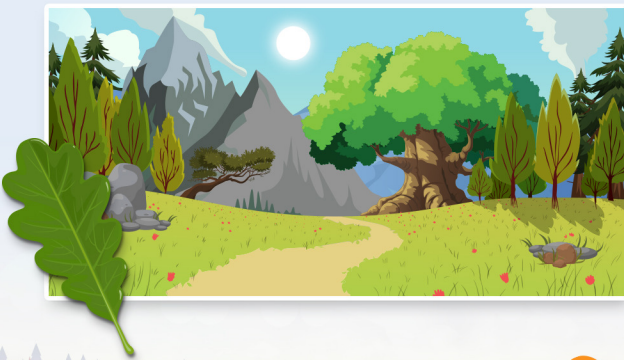


*“You wouldn’t know it, but Dry Bones Mountain used to be a favorite spot here in Red Oak Valley. You can see everything from up there. Guess people got busy. The trolley broke. Everyone just forgot about it.”*

- Silas Barnaby



**NEWCORP CITY** - The Dogoods home at the beginning of the series. Plastic, networked, and sterile, the city doesn’t sleep and neither do the people who live there. The city derives its name from Newcorp, Inc. which is dedicated to “*Building Tomorrow’s Better Reality Today.*” Loudly initially works in Newcorp’s data analytics department.



**RED OAK VALLEY** - The grand valley where Loudly grew up. It’s the location of Manstone Manor and bordered by Dry Bones Mountain. It’s a small town with a sense of community and an uncertain future. The town exercises caution toward outsiders while acknowledging they’re necessary for the valley to survive.



**MANSTONE MANOR** - Rex Dogood’s large, ornate home. It’s the “big house” in Red Oak Valley, but it hasn’t ever been truly connected with the community. The manor feels more like a museum than a family home. The Dogoods transform the manor over the course of their adventure.



**DRY BONES MOUNTAIN** - The large mountain bordering Red Oak Valley where most of the first season’s tale takes place. It’s an enigmatic location shrouded by legend that has grown cold over time. It initially casts an ominous shadow over the valley, but the Dogood family’s quest unintentionally brings it back to life.

# The Adventure Begins

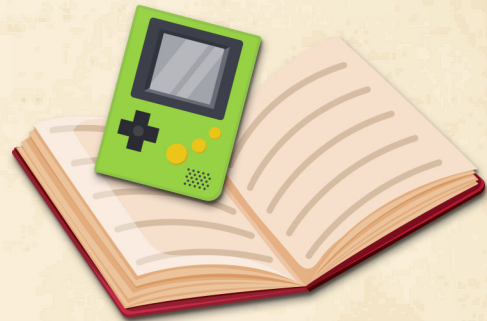
## EPISODE 01 - HOMEGOING

Phones ringing, gadgets buzzing, emails dinging, cars honking. The Dogood's urban life in Newcorp City is always "ON" and with too much to do and no time to do it. They are the quintessential modern family. Lady over-waters her dying flowers while staring into the distance. Will is attached to his phone. Nita is drawing bears on the wall with crayons. Lou receives a call from the sheriff of Red Oak Valley. His estranged father, Rex, hasn't been seen in months, Manstone Manor is falling into disrepair, and Lou needs to settle his father's affairs.

## EPISODE 02 - MYSTERY MOOSE

Arriving in Lou's quiet hometown, the family takes in the beautiful views of Dry Bones Mountain and sounds of the secluded countryside. Inside the cryptic Manstone Manor, Will's boredom worsens without the high speed WiFi needed to play *INVADERS OF TERRA*, his favorite video game. As they pack up the contents of the dusty, dark corridors, Will wanders off in awe of Rex's exotic collections. He can't resist climbing a giant fireplace to get a closer look at a mounted moose head with a plaque that simply reads "Baggins." Will knocks the moose head off the wall and a gilded journal skitters across the floor:

*"It seems you've discovered Baggins's little secret. Whoever you are, I need you to find what I've lost. Sincerely, Rex."*



## EPISODE 03 - EYES IN THE NIGHT

Will takes the journal to Lou who dismisses it as another wild moose chase for a treasure that may not even exist. That night, under the glow of the Manstone fireplace, the family attempts to decipher the journal's instructions. They're eccentric and puzzling, just like Rex. Nita pulls out a small, ordinary map from the town's visitors center that looked out of place in one of Rex's display cases. Connecting it with a journal clue, Will realizes the family should head to a trolley on the old map. As the family celebrates the discovery, Will sees several pairs of eyes hiding in the darkness, watching them. How long have they been listening? Will they get to the treasure first?



## EPISODE 04 - THE BROKEN TROLLEY

The Dogoods gather camping gear and pursue the journal's clues, setting out for the old trolley leading up Dry Bones Mountain. The contraption's antique generator is broken. They entrust Silas Barnaby, the town mechanic, to help. Silas doesn't care about "goofy" treasure hunts, but he's always excited to work on old machinery. Thanks to Silas' expertise, the trolley engine hums to life, and the family slowly click-clacks up the mountain. Will unloads on Lou for failing to teach him how to do anything useful; he painfully expresses feeling less important than his dad's emails and spreadsheets.

### EPISODE 05 - HE CAN SOLVE IT

As the trolley stops, the Dogoods follow landmarks in the journal to a massive door overgrown by vines and brush. After clearing it off, the door refuses to budge. Defeated, Lou and Lady discuss forcing the door open, but most of the options risk destroying what's on the other side. Will suddenly exclaims that he has the solution. Walking up to the door, he dusts off the square lock on the door with a series of buttons. He confidently explains that he recognized the puzzle from a similar challenge in *INVADERS OF TERRA*. He pushes a button sequence consistent with a number found throughout the journal. The door shakes violently.



### EPISODE 06 - IN THE BLACKEST DARK

The dark tunnel howls at the Dogoods as the sun sets. A little spooked, the family elects to wait until morning to enter. At the campfire, Lady opens up about how much she's missed quality time with Lou, Will, and Nita. Lou tells his kids about his childhood, missing his mother, and expresses the hurt he feels from his father. He tells Will how much he wanted to be different than Rex and apologizes for being distant. He begins to teach Nita and Will the constellations in the night sky. As Will drifts off to sleep, he hears a rustling and catches several sets of dark beady eyes looking back at him. If the puzzle from the video game is real, could the *INVADERS OF TERRA* be real as well? Is his family walking into a trap?

### EPISODE 07 - SHINES THE BRIGHTEST LIGHT

The Dogoods venture into the dark, damp, mountain tunnel. Guided by Lou's lantern, the tunnel opens up into a large cavern. The family sees shadows scurrying. Then eyes. Will shouts at them to come out, but the scratching, rustling sound only intensifies. Even Lou is scared. Who is it? How far will they go to get whatever Rex left behind? Nita, who seems surprisingly calm, says "We just need a brighter light, so you won't be so afraid." She hands Will a flashlight out of her pack. As soon as Will clicks the switch, the beam stuns a nursery of raccoons standing erect munching on crackers - the very same snack that Nita brought on the trip to Red Oak Valley.

### EPISODE 08 - BREAKTHROUGH

After a good laugh, Lou accidentally steps on a plate near the entrance to the cavern. A huge stone blocks the path out, and a skylight opens and filtered light shines down on the family. The opening is too difficult to reach, but it shows a rickety rope bridge described in the journal. It's a version of a bridge and torch logic puzzle that Will had seen on *WhatFace*. Will explains the solution and order of crossing. The Dogoods enter a room glittering with gold and jewels. In the center is a large box on an ornate stand. Concerned it might be another trap, Lou carefully opens it...

*Continued*

### EPISODE 08 - BREAKTHROUGH (Continued)

Inside is a letter along with a tattered picture of Rex and Loudly: *"Whoever finds this treasure is welcome to keep it, but please give this letter to my son, Loudly, his wife, Lady, and my grandchildren in exchange. After a lifetime of adventures, I hope they find what I lost so long ago. I beg them, no matter where life takes them, to never lose each other. This is the greatest treasure. It rarely needs to be found, but it is so often overlooked."* As Lou lifts up the box, a pathway opens up overlooking Red Oak Valley below.

### EPISODE 09 - DOGOOD MAN

With help from Silas, the Dogood family hauls the treasure back to Manstone House. They pay Silas for his help and to further restore the Dry Bones Mountain trolley. The family prepares to sell the manor and invites the curious community to an open house. Lou introduces himself as "Loudly" instead of "Lou" for the first time in ages. As Loudly speaks with a prospective buyer, he

notices Will's dead phone on the counter collecting dust. One of the community leaders says it's a shame that Loudly isn't staying, opening up an interactive museum, and sharing the stories behind Rex's trinkets. Lady and Loudly put the kids to bed and contrast their adventure with their previous life. The "For Sale" sign is gone by morning. Will wakes up, brushes his teeth, notices an odd carving in the border of his mirror and presses it. The cabinet clicks off the wall and opens a secret door.



**THE ADVENTURE WILL CONTINUE IN SEASON TWO!**

