

ARGENT

STARR

Tales From The Archives



Glow Zone

ARGENT STARR

Series Concept

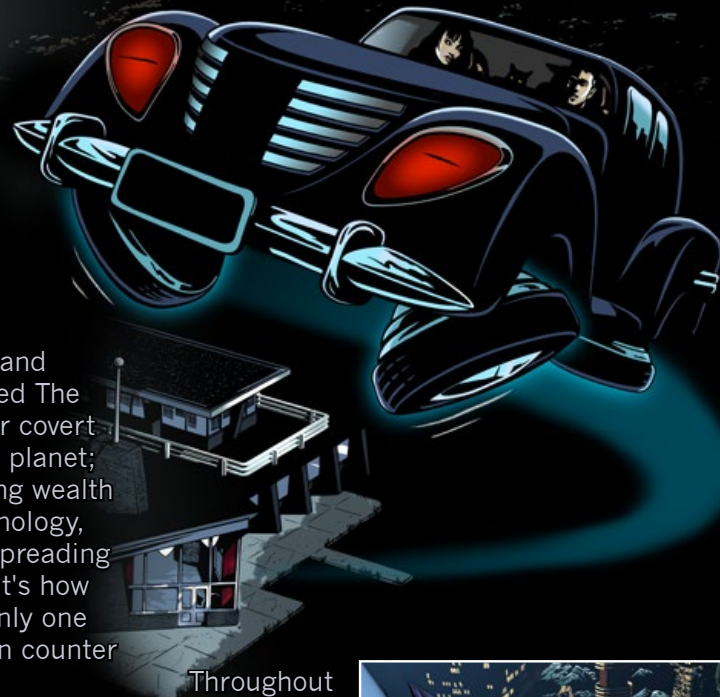
Is the fate of Earth really in the hands of a half-alien tech wizard, a Latina sniper, and a talking cat?

The year, 2062. An ancient and secretive off-world sect called The Code, threatens Earth. Their covert agents are stationed on our planet; directing sabotage, amassing wealth and influence, guiding technology, manipulating society, and spreading disinformation. After all that's how social media got started. Only one individual born on Earth can counter them — Argent Starr.

Argent is a half-human super geek, with the ability to control electronics using his mind alone. Publicly, he's a reserved gentleman genius; CEO of the hot R&D outfit, Argent Scientific. Privately, his mission is to protect Earth with his special skills and technopathic power, like he promised his father.

Argent is aided (and sometimes harassed) by his two gorgeous gal pals; Mrs. Thorne, a kick-ass security expert and former military sniper. And Specter, a talking cat smart as a six-year-old human, that spits out curses in Spanglish.

To shield Earth Argent adapts off-world science to create tech no one else, not even The Code possesses. He commands a powerful suite of high tech equipment, harnessing the power of his 'deep tech'.



¿ATACAMOS AHORA, SEÑORRR?*

*Do we attack now Señor?



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ARGENT

Series Setting



The story lives in a turbulent near-future sci-fi noir universe, filled with sweeping action; from the outer reaches of our galaxy, to Argent's secret lair in New York.

The UN building is in ruins, and NYC is in the throes of an unstable reconstruction period, jammed with checkpoints, monorails, bod-modders, and domed enclaves. Argent has a suite in the old *Flatiron Building*, now a small antique feature engulfed by a colossal hi-rise, it's 70th floor home to the *Midtown Skyport*.

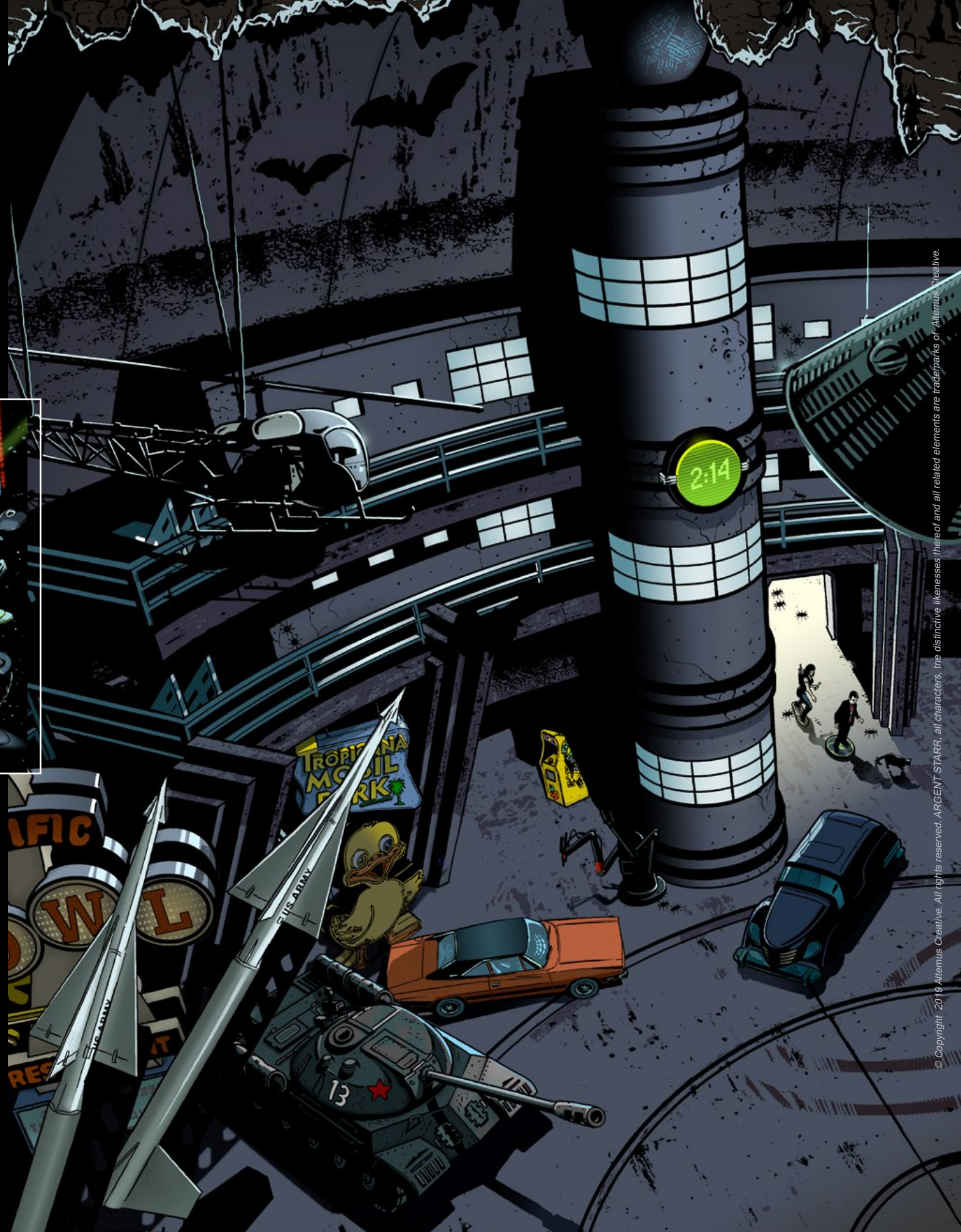


Argent often isolates himself at his upstate residence, the rundown 1960s *Glow Zone Motel*. It connects via a tunnel to his subterranean lair, *Glenlab*, a forgotten Tesla facility at the center

of New York's only radioactive exclusion zone.

Off Earth, it's a dark retro-future galaxy, where classic sci-fi tropes thrive among the soaring towers of Cyg City, the labs of ScienceBase Ultracore's invisible fortress, or the casinos orbiting TransGate 19, the 'The Vegas of Space, aka 'Lucky 19'.

[Top Left] Cyg City
[Center Left] Glow Zone Motel
[Bottom Left] Empire District
[Top] Midtown Skyport
[Above] Patrolling the hotels and casinos orbiting TG:19



ARGENT STARR

Story Engine

This is an action-adventure comedy set in a sci-fi noir future.

Series can be either live action or animated. The look and tone to be based on the Argent Starr graphic novels.

The series will begin with an extended single adventure, 'Quest for the Cardinal Stone', which introduces a suite of entertaining characters and unfolds Argent's rich universe.

Ultimately our hero must foil The Codes plans, reverse the damage they've done, and force them to leave Earth alone.

PREMISE

The Code threatens Earth. Their covert agents have been stationed on our planet for the last century, subverting our society, dumbing down the population. Many past 'disasters' are of their making. Only one individual born on Earth knows the truth about their 'long program' and the subjugation of the planet — Argent Starr. His father, now missing for decades, was one of them. If Argent wants to defeat *The Code*, he *must* find him before they do.

WORLD

The Argent Starr universe combines hard science, social commentary and a bit of cheesecake for the geeky and not-so-geeky masses; a mix of action-adventure with elements of magic and comedy, featuring sabotage, recreational drugs, high-stake casinos, and espionage.

Technology hasn't progressed very much from today. Things don't work very well, or for very long, and the tech is way smarter than much of the populace.

Society is recovering from 'The Fall,' with zones of frail stability taking root in the post war cities. Most of California is gone due to the earthquakes of '39 — New Vegas now has views of the new Mojave bay.

No 'proven' alien contact on Earth — well not yet. But uncommon looks are common. 'Bod-modders' with tech, genetic and surgical augments are everywhere. Most likely, no one would even *recognize* an actual alien.

Off planet, *The Code* rules a retro-future galaxy where many sci-fi tropes of the past turn out to be not that far off from reality.

tone

The look is dark, the situations dire, and the wisecracks plentiful. The world of *The Code*, their similarities to Earth's current tech-masters, and the sorry state of Earth's pervasive tech, provide satire. Quirky characters such as BoB Sixtwo and Specter add comedic spice.

Fans of properties such as *Men In Black*, *The Fifth Element*, *Farscape*, and *The Adventures of Buckaroo Banzai*, will enjoy this work.

LEAD CHARACTERS

ARGENT STARR, motives: to recover the Cardinal Stone, stop *The Code*, find his missing father, and master his powers. He spends the rest of the time seeking out *real* magic, and great collectibles.

MRS. THORNE, motives: find her MIA husband...no matter what they say.

SPECTER, motives: snacks, play, protect her humans.

BOB SIXTWO, motives: get motivated, sober, and back on mission. Impress his superiors, and avoid being sentenced to deadly synaptic behavioral 'rehab' at all costs.

REY ZYTEN, motives: to win big and square things with the galactic mob, keep his true nature hidden, and get revenge on the Tekloks, especially Argent Starr.

REENO, motives: to honor his debt to his clan and still find a way to get free of his indentured service to Zyten.

QUEENG SOODOH, motives: to find the Cardinal Stone and keep it hidden.

ARGENT STARR

Univerz Glossary

*TGA ADVISORY:

This reference is provided solely as an aid for direct interaction with local civilian populace. It is not to be used by Executable personnel in their internal communications, whether verbal or written, except by way of reporting verbatim conversations.

Exes found in violation will be subject to disciplinary actions under 'TGA operating procedures; section 7, paragraphs 32-43'.

Blig: Ewww!!
(example: "Blig! What's that on your shirt!")

Bo-narg: Idiot
(example: "You deaf bo-narg! I said 'eat this' not 'beat this.'")

Crotz: Nether fluids, usually waste
(example: "You call this beer? Tastes like crotz!")

Cruzatz: Evil
(example: "You cruzatz kutch, you frekk my best friend behind my back?!"

Frekking: Releasing or transferring spools, seeds, etc.
(example: "Who the frekk are you?")

Kutch: Daughter of a roonpek
(example: "That frekking kutch stole my vehicle!")

Kutch-tar: Son of a roonpek
(example: "You nadguz kutch-tar.. I'll kill you!")

Meepodes: Reproductive sacs
(example: "I'll rip your meepodes off!")

Mih-nok: Body duct (intake)
(example: "Lick my mih-nok.")

Moogy: Insignificant putz
(example: "Outta my way, moogy, 'fore I rip your head off n' crotz in yer neckhole.")

Code Data

Glossary

UNIVERZ COMMON SLANG:

SOURCE: EXECUTABLE FIELD MANUAL NO.68
'WINNING HEARTS AND MINDS'*

Nadguz: Damn
(example: "Yo shuhd, your girlfren' is nadguz ugly.")

Pletnah: Hell, badlands, place of no return
(example: "I'll see you in Pletnah frekker!")

Plik: Small inconsequential crap
(example: "S'just plik, ignore it.")

Roonpeks: Commonplace, plain, furry, two-legged carbon-based mammals kept as domestic pets but often found as strays.
(example: "That roonpek is trying to hump your leg again.")

Shan'ng: Body waste, solid
(example: "I can't believe they call this ball of shan'ng a planet")

Skahtah: Girl, gal
(example: "Don't you worry, skahtah, you're too good for that bort.")

Shuhd: Guy, fellow, originally male, but now genderless.
(example: "C'mon shuhds, let's get some beer.")

Sheb: Body duct (output)
(example: "Suck my sheb.")

ARGENT STARR

Main Characters



ARGENT STARR

Our famous-yet-shy billionaire, tech-wizard and CEO of the hottest R&D outfit on the planet, has secrets. He's a *Technopath* — the brilliant, near-ageless, son of an alien warrior-scientist, BoB Seven, and an Earth-born psychic mother. His grandfather, 'The Amazing' Starr, a professional magician, helped raise him. Today Argent primarily uses his time and technology to replicate magic and explore the possibility of it's true existence. In the communities of outer space this classifies him as a tech sorcerer, a 'Teklok'.

Argent was nanite-enhanced while in the womb, to shield his inter-species DNA. There were some side effects; besides being super-intelligent, prone to bad jokes and obsessed with magic, he can control most anything electronic with a mental command. He's been avoiding the use of his technopathic abilities for most of his 95 years. More of an art than a science, he says, not



[Top Left] Riding a gravdisc in the NYC sewers
[Left] With the Q-Core

[Above] Wielding the deadly Ghos-tik
[Right] Entering Chang's Empire casino



always under his command. Usually complications are minor; such as slot machines spewing big pay-outs as he passes by. But he's had bad ones too, like when he was a kid — to this day he blames his unleashed powers for the firey death of his grandfather.

He was trained in BoB fighting skills by his father, and is a master of the 'ghos-tik,' a lethal electro-staff. His father left Earth decades ago, now Argent needs to find him in order to defeat The Code.



ARGENT STARR

Main Characters

MRS. THORNE

Argent's one-woman security force and loyal friend, a military-trained sniper, and expert protector. She's hot-tempered, tech-savvy, curses too much and is prone to violence, but maintains her chill under extreme pressure. An equal mix of soldier, bookworm and hell-cat, and a die-hard native of her home-town, Manhattan.

She's never accepted her status as widow, after her husband, master sergeant J.C. Thorne, was classified MIA. Her life's mission — find him. After his death things spiraled down. Discharged from the service, she fell into a gunner's job with a mobster named Miranda. It wasn't long before she regretted it.

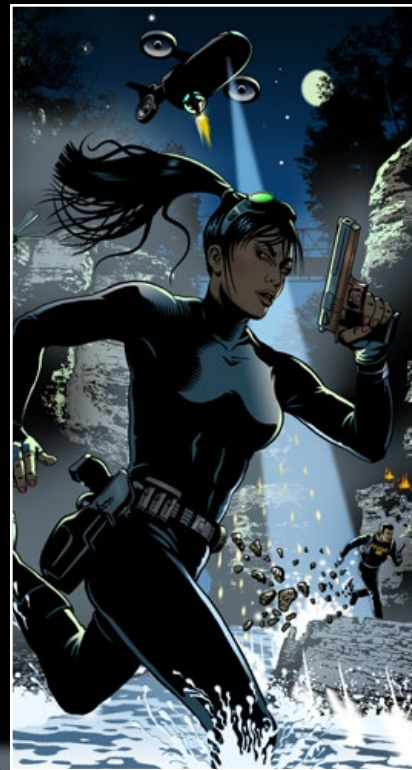


She first met Argent a year later in Nigeria, where she saved his life. He offered her a job, and she declined, said he obviously needed *someone* but the position sounded boring. Was she ever wrong.

Recently nanite-enhanced by Argent for endurance and strength, Mrs. Thorne commands a suite of totally badass advanced high-tech weapons, all produced for her by our brainy tech-master.



[Top Right] Lethal action in the Glen radiation zone
[Above] Defending Argent's invisible flying car
[Right] Making friends at the Scorpion Bar



ARGENT STARR

Main Characters



SPECTER

Hit by a speeding truck and left for dead, she was found by Mrs. Thorne who insisted Argent save her, 'No matter what'.

Argent commenced experiment X679; robotic surgery to implant an experimental chip in the cat's damaged brain. The result? A cat with the mental abilities of an imaginative six-year-old human, including the capability of speech. The implanted chip also has a direct link to Argent's brain, using near-field transmissions. It was supposed to be temporary, but the mind link proved too difficult to disconnect — as Mrs. Thorne pointed out, every warlock has his 'Familiar.'



Curious, fierce, adventurous and silly; a troublemaker but loyal to the max. When her humans least expect it she's there with claws out, ready for bad people and big trouble.

She's affectionate only to 'Señorrr' Argent and 'Señorra' Thorne, and like most six-year-olds, has no 'filter'. Since her vocabulary comes mostly from Mrs. Thorne and Mexican wrestling videos, she will blast out foul curses in rough Spanglish at anyone she's got a beef with.



ARGENT STARR

Continuing Story Arc: Season One

Quest For The Cardinal Stone, Part 1 12 (11 minute episodes)

Argent Starr, reluctant technopath, receives an alert — the *Cardinal Stone* has been stolen. His father had hidden it from *The Code* and left Earth decades ago. For a century it was utterly lost and safe from discovery...until now. Argent needs to track down the perp and recover it pronto, but two aliens are in his way. One is shape-shifter Rey Zyten, the other is a BoB Sixtwo. There's a mysterious third player— the thief; rogue super-spy Lazarus Stern. Argent and his team are pitched into an adventure that will take them from the de-militarized zone known as future Manhattan, to *Lucky 19*, the 'Vegas of Space'.

After a wild investigation, involving skyscraper rappelling, combat in the sewers with an albino alligator, and mind-hacking the ultra-secure milnet4 server, they track the Stone to the Deca-Game where it's been placed as a bet by Stern. Stakes in the Deca-Game must be one-of-a-kind, nearly mythical items, and the Cardinal Stone qualifies perfectly. Zyten scams his way into the game to win the artifact, convinced it's his ticket to riches out in the galaxy at Queeng Soodoh's Casino. Argent gains entry to the game to win the Stone, and succeeds.

Winning the whole pot of famous objects is only the start of Argent's troubles. The trio's adventure continues, as they're drawn into the seemingly unconnected actions of Stern, and the out-of-control aliens, each pursuing their wildly different secret agendas on Earth. Argent, in his All-Mode-Vehicle *Phantom*, focuses his powers on ditching his pursuers. This leads to mayhem and missiles at the Midtown SkyPort, and a dog-fight between two invisible flying cars. The shifter and the spy have deadly skills and track Argent to Glenlab despite the zone's lethal radiation signature. Mrs. Thorne, armed with Argent's tech and a Colt .45, zips over the glen's waterfalls on her gravboard to battle the spy, while the shifter, disguised as Specter, gains entry to Glenlab.

The real Specter foils the ruse, and a battle ensues that totals Glenlab, nearly triggers the Stone's planet-destroying energy, and almost kills both parties. Argent, with a severed finger and critical radiation burns, is knocked unconscious. The shifter, mangled but still kicking, grabs the winnings, including the Stone, and a key piece of Argent's tech. Before Zyten blasts off in *Sister*, Stern appears and threatens him at gunpoint, demanding one of the stakes. Zyten gives it up with zero concern — anything to get off primitive Earth.

Inexplicably, at that exact moment, the mysterious gender-bender Queeng Soodoh, many light years away, has his/her exhibition hall made ready to receive the Cardinal Stone. Now Argent must recuperate from his near-death battle and race across our galaxy, to find his father and the Stone, before *The Code* does.



ARGENT

Continuing Story Arc: Season One

Quest For The Cardinal Stone, Part 2 12 (11 minute episodes)

After a painful recovery, Argent and his team track the Stone across the galaxy to TransGate Lucky 19 — but finding a shape-shifter among thousands of stylish alien gamblers is tough. BoB Sixtwo, only partly detoxed, now commands three squads of armed enforcers and is only one step behind. Next up is a fierce starship chase, magical illusions, Mrs. Thorne space-surfing to Argent's rescue, sex-hub raids, and cocktails, ending with all parties colliding at Soodoh's casino. A local gang of wanna-be rockstars also gets in the act, their sights set on robbing the casino.

Argent tracks the Stone, following arcane encrypted clues given to him in a ghostly visitation from his father BoB Seven. The devastating memory pool, a mystical energy battle with the gender-fluid Queeng Soodoh, and the sudden loss of all gravity on the asteroid that houses the casino, keep things moving. Mrs. Thorne battles the shifter, and Specter dodges death in a fire fight, while Soodoh's asteroid tumbles out of control towards the busy Transgate. Argent has to finally embrace his technopathic powers and pushes his abilities to the max to save the TransGate and the entire Lucky 19 sector from total annihilation. He unexpectedly receives help from a mysterious Teklok, and is shown another provoking clue as to BoB Seven's fate.

Argent then learns that Soodoh is actually one of the Gardeners, inter-dimensional god-like beings that have shaped the galaxy — including Earth's own solar system. He finds that the Stone is a sacred Star-Seed — so much more than a volatile WMD. A century ago Argent's parents were unwitting allies to Soodoh, in a rebellion by dissident Gardeners determined to keep the Stone hidden from all. The Cardinal Stone is now secure, but how will Argent continue to keep Earth safe from The Code's far-reaching control?



*Dynamic story telling
Online, On-Air & Offline*

*Genre:
Sci-Fi, Action-Adventure,
Comedy*

*Format:
26 EPS X 11'*

*Target Audience:
85% Male 17-55*

*Distribution:
TV/SVOD/Video Game/Apps/
Mobile/graphic novel and
album of Figurines.*

*Licensing:
Products: toys, clothes,
collectibles, music, games,
apps, books, cards.*

ARGENT

Season One Characters



REY ZYTEN

Possibly the last of his kind; a Gamma-ray and radiation-loving, shape-shifting alien from a planet obliterated over a century ago. His actual appearance is unknown but his preferred form presents a fashionable, blue-skinned anthropoidal male of wealth.

Primarily an ego-maniacal gambler, he's also a mining developer, high-end grifter, and felon-at-large. Homicidal, conniving, ruthless, obsessive, foul-mouthed, amoral, vindictive, rapacious, impulsive — possibly psychotic. Travels in his fearsome and beloved living ship, *Sister*. His only other companions are his skilled info-scout Reeno the Lupetin, and a rage to win.

To shift he needs to physically touch a subject and absorb this 'sample' into a special storage gland. He wears an ear-cuff micro-computer that records the quirks, voice patterns and data for each victim; For the Blue Bastard, as some call him, juggling stolen identities is a breeze.

*[Left] Some of the identities and shapes that Zyten steals while on Earth
[Right] Rey's living ship Sister*

REENO

Indentured assistant to professional gambler and con-man Rey Zyten. This Lupetin functions as his advance operative, info-scout, investigator and



bodyguard. Rumor is that Zyten won the Lupetin's contract via a game of paKAR. Reeno would love nothing more than to get free of the insufferable Zyten, but must honor his clan. He's highly capable, tireless, dedicated, quiet, and secretive. A survivor.

From a planet with a rarefied gas atmosphere, he wears a face plate or 'Fraah' to control air-filtration as well as communication, and to aid his natural bio-weapon defense systems.



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ARGENT STARR

Season One Characters



LAZARUS STERN

g_Division intelligence operative. Patriotic, hyper-observant, seductive, cool, confidant and ready for anything. Multi-lingual, highly decorated, and a supremely trained US counter-intelligence spy of Israeli parentage.

This former Mossad agent, disillusioned by what he sees as the failures of both his governments, has gone rogue. He now needs to secure his freedom, fortune and anonymity to support his own agenda.



[Above Left] On the Turboframe, saving lives
[Above] Entering the Glen ra-zone
[Left] Deep inside the rad-zone



[Top Right] Entering Area 57
[Above] Watching Sister take off

ARGENT STARR

Season One Characters

BOB SIXTWO

A covert agent assigned to Earth by *The Code*. Raised and educated at a Code Sanctuary and indoctrinated in it's ways and beliefs. Upon graduation, granted the title of 'BoB'. Due to 'irregularities' during his previous two assignments his rank was lowered. He was put on probation and placed on Earth as a saboteur decades ago.

Though highly intelligent and dangerously skilled, what little discipline he had is now shot. He's deviled by allergies to our atmosphere. He hallucinates, has a highly addictive personality, is over-sexed and egotistical. Prone to fits of irrational behavior and displays of histrionic regret.

He often wears a long spinach-green dreadlock wig to cushion his 'lootahs' (skull nodes). He requires a gelatin-based conductor applied to these skull nodes in order to get the most out of the many earth girls he hires for sex, so he keeps a full selection of Jell-O dessert cups on hand.



[Left] Sixtwo talking to a plant while tripping
[Below] Sixtwo decides to clean up
[Bottom Right] Partying at the SoHo Shadow
[Bottom Left] Looking for the Stone near Empire



ARGENT STARR

Season One Characters



BOB SEVEN

Argent's father, an alien warrior-scientist who left our planet decades ago. *The Code* sent him to Earth in 1962 to recover Item 16, the *Cardinal Stone*.

Stranded on Terra for over a year, he experienced humanity, fell in love, and realized his mission must never be completed — that the Stone, an ancient alien WMD, was too powerful for *anyone* to possess. To hide this legendary object, he deserted, and faked his own death in an atomic blast.

With a life-span of well over 400 Earth years, he was trained from age six to become strong, become a high officer of *The Code*. Born Ardon Tay, the youngest of three sons. Sent off to be a BIT, and eventually designated 'BoB', a great honor. The brothers were all smart and skilled; the oldest became a rather mercenary Teklok, the other became a smuggler and pirate.



[Top Right] BoB Seven's lander departing the scout ship he commands.
[Above Right] His first night on Earth, a pre-dawn campfire
[Far Right] Bridge of the scout ship
[Right] On the trail of Item 16 in 1962



ARGENT STARR

Season One Characters

QUEENG SOODOH

A beautiful gender-switching alien who runs the largest Casino and pleasure palace in the Cygnus system.

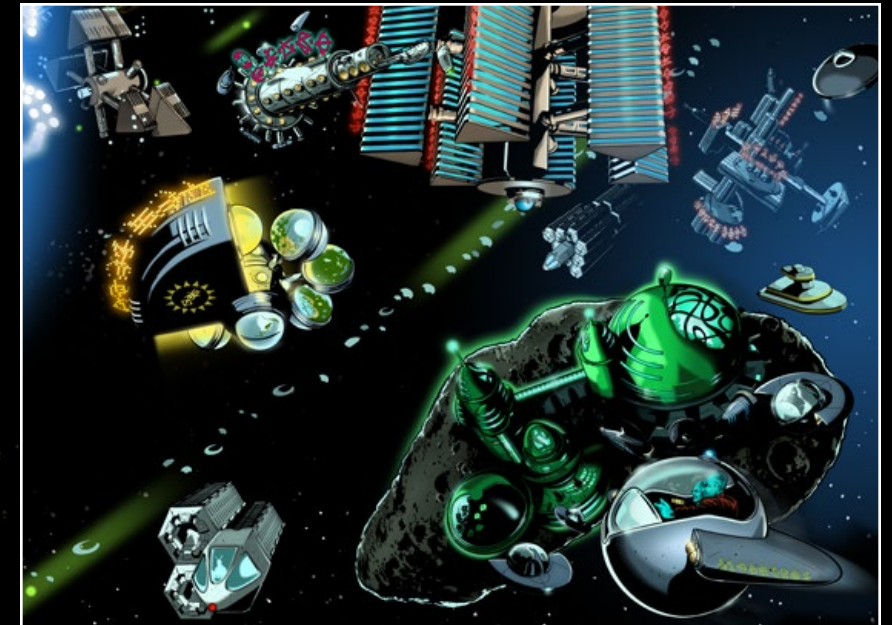
Soodoh's Casino Resort complex doesn't so much sit on an asteroid as inhabit it; the garden atrium, casino domes, and tapered towers engulf the hunk of space rock with a luxurious emerald glitter. It's floats just outside the vastly developed and busy TransGate:19.

Soodoh is very tall, seductively androgynous in appearance, with a languid, easygoing, yet mysterious persona. Not much is known about this lucky gambler's history or origin, or how it performs it's sex change in response to the pressure and presence of male and female pheromones. He/She often introduces him/herself with the title of Queeng.

Secretly, Soodoh is an immortal member of the mysterious *Gardeners*, trans-dimensional beings that have shaped the universe for eons. Even today, 'Gardener Root', the undiluted stem cells of creation, linger, giving rare organic items fantastic powers only a few can tap.



[Below] Rey Zyten holding a Gho-Die ball and chips in the main atrium of Soodoh's casino.
[Bottom] A busy TG:19 showing Soodoh's emerald casino embedded in the asteroid
[Bottom Left] TransGate 19



ARGENT STARR

Continuing Story: Related Arcs

The Amazing: 2 (11 minute episodes)

1977 Atlantic City, an old rundown theater. Ten year old Argent is visiting his magician grandad, The Amazing Starr. Grandad is carelessly revealing details of Argent's strange parentage and expanding technopathic powers, when they hear a noise — arsonists. It doesn't go well; grandad is gagged and locked into his Egyptian magicians cabinet. Young Argent is scared and furious, his technopathic power triggering all the stage lights to snap on at once. A spark ignites, spreading fire fast, and the boy is knocked out and left to die. Awakened by sirens and heat, his first sight is the cabinet, it's painted scarab and 'Amazing Starr' lettering being devoured by smoke and fire.

Seven On Earth: 2 (11 minute episodes)

We know how BoB Seven's mission on Earth began in 1962, but what actually caused him to betray The Code? To fake his death? Love with an Earth woman is what; a medic and clairvoyant. He realizes humanity is precious and that Item 16, an ancient galactic WMD, is too powerful for anyone to possess. Out in the desert with his woman Celia, he's unsure of his next move until her prophetic visions convince him. They strip his lander and load a pickup truck with it's advanced alien tech. As his lander returns to the big scout ship without him, it's obliterated by an atomic blast in Earth's Stratosphere.

Ferr Flight: 4 (11 minute episodes)

Padding through the huge dim chambers of Glenlab is an alien stowaway from Argent's spaceship; the felinoid robber FERR. A battle with Mrs. Thorne soon follows, and after the bullets stop flying and the intruder tells her story, it's clear there's no choice — Ferr will be staying awhile. ARGENT enlists the gorgeous cat-girl as the perfect magician's assistant for his big benefit show. While performing at the show with an ancient Japanese weapon of power (the Sword Kusanagi), Argent is attacked by members of the *Mishama Order*, a tech-ninja cult set on recovering the sword. Ferr helps Argent in his clash with the Mishima-men, and later crashes the Bod-Modders Holiday Competition, winning the 'Super Real' prize, and purring for the vid crews.

The Staff: 8 (11 minute episodes)

Lazarus Stern is on mission at a black-tie diplomatic cocktail party when a couple races past him entirely nude and screaming — Alien saboteur BoB Threenine spiked the punch with LSD, and the stuffy event goes berserk. He's forced to postpone his rendezvous with a possible buyer for the Staff of Aaron, the biblical artifact he hijacked from Zyten, till the next night. He's ambushed on the dusty streets of Cairo before he reaches his objective, discovering the Staff's powers come alive in his hands. As he's pulled into the heart of the mystery, an off-world spaceship lands in the desert. Armed only with a Beretta PX5, one-liners, and the Staff that parted the Red Sea, he must drive off a platoon of Battle-Exe's, and save the Hawk-Ray deep-space telescope array from The Code's pirates.



ARGENT STARR

Stand-Alone Story Arcs

Jaxon & JC: 6 (11 minute episodes)

While Argent tours Mars, Mrs. Thorne and Specter are alone, but someone else is watching; the digital ghost of her MIA husband. Glenlab is ambushed by an army of Soviet Mole-men, part of a force sent to nuke Wall street, and they're after the lab's powerful anti-grav generator. While Mrs. T. keeps them at bay, Argent's huge prototype war-bot Bandit, gets zapped in the cross-fire, allowing the consciousness of Mrs. Thorne's missing husband to take control. The trio pursue the escaping Mole-men to Manhattan, fighting to stop them as the city evacuates. Bandit flies the nuclear bomb out to sea — will he survive?

Lost Amazon City of Benitópolis: 12 (11 minute episodes)

Argent and his crew discover the remains of a walled, ring-shaped city in the remote Amazon jungle; Italy's secret WWII 'Manhattan Project'. Only two living residents appear to greet them, and the city is fogged by a strange magnetic flux. It makes it difficult for everyone to focus and cancels out Argent's technopath abilities. He'll have to wrestle an out-of-control 1940s super collider, to keep it from producing an earthquake, an inter-dimensional rip, and a lethal mystifying monster. Argent and his team face enraged natives, frozen Nazis, uncover an astounding conspiracy, and finally end an evil dynasty.

Chica Gata: 2 (11 minute episodes)

Specter's been grounded. She slams a robo-mouse with a Go-Pro attached to it all over the place, while it records her, until she's bored. Sneaking outside the *Glow Zone Motel* grounds is something she's forbidden to do. She has standing orders to 'play house cat'; conceal her intelligence and ability to speak, whenever she's with outsiders. She meets a little Mexican girl riding home on a bike and is invited to lunch.

Miranda Decision: 2 (11 minute episodes)

Mrs. Thorne, 100 stories up, deploys her trio of micro-mecha's loaded with tranque darts and smoke-bombs at a trigger-happy nest of criminals. A kid's life is in danger. Whispering commands to her multi-payload handgun, fondly nicknamed 'Guapo', Mrs. T. takes on her old boss MIRANDA atop the roof of a deserted penthouse hideout. NYPD Chop-TORS prepare to fire on the two, while searchbeams light up their final ferocious standoff high atop a skyscraper. Miranda's shot goes wild, and Mrs. Thorne leaves her for the cops to collect. The police are not happy about Mrs. Thorne's unauthorized activities, but before they can question her she vanishes into the night.



Contact Info

Argent Starr is a creation of Robert Altemus & Lyn T. Byrd

Altemus:
a1@krelkomix.com

917 595-0679

Lyn T. Byrd:
ltb@krelkomix.com

917 668-6664

ARGENT[®] STARR

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