

The Wild 9

Imagine if George Lucas co-wrote *Star Wars* with Lewis Carroll, and then co-directed it with Tex Avery...

Welcome to *The Wild 9*.

This is the story of Wex Major, a 21st Century adventurous teenager, who is lost in the middle of a foreign galaxy, caught in the middle of galactic turmoil. Fate brings this cocky teenager together with a riffraff group of 8 alien 'teenagers', all of whom have been orphaned by our story's main antagonist, *Karn*.

It seems that once upon a time, in an attempt to rid the galaxy of all evil and anger, mankind magically extracted these hurtful emotions, placed them in a mystical container, and shot the receptacle into space. Over the course of thousands of years, this "evil" became self-aware, and eventually took physical form. That physical form was Karn; the physical embodiment of pure evil.

Karn, now an enormous chunk of flesh the size of two football fields with two glowing red eyes, is stranded in isolation, permanently attached to the ceiling of his palatial throne room. Karn's main purpose is now to bio-genetically engineer the perfect warrior body in which to manifest his pure evil. The result of these failed experiments is the *Andromeda Cluster*; a mosaic of billions of interconnected planets inhabited by a plethora of different alien races and slapped-together species. These quirky races vary from unsuspecting human 'bombs', to electrified, 500 lb. frogs, and even to chainsaw-wielding, psychopathic, drooling, upright-walking black sheep.

Having failed so far at creating an intellectually and physically superior being, Karn is now systematically destroying all the planets inhabited by these living failed experiments.

Wex's fellow *Wild 9* 's have all had their homes and families destroyed by this god-like being, and plead with our reluctant hero to lead this band of ragtag aliens in saving the galaxy from total annihilation. To complete this task, Wex will rely heavily on his charm, skill and the galaxy's most powerful weapon (*The Glove and Rig*) which only he alone can mystically wield.

The Wild 9 remain the sole hope of freeing the Andromeda Cluster from Karn's tyrannical rule. Traveling from world to world, they protect innocent civilizations from Karn's troops, which are lead by the vicious *Commander Mantis*. In the course of these fast-paced, hilarious adventures, Wex will have to elude not only Mantis and his Shocktroopers, but also the vastly inhuman, rogue Bounty Hunters hired to eliminate The Wild 9 by a mysterious figure acting to complete a darker agenda.

The Wild 9 will have to band together, despite their quirky limitations and mutual animosities, uniting into a well-oiled fighting machine to prevail against the most ferocious military force in the known (and unknown) universe.

They stand alone between a billion innocent lives and total extinction.