**Synopsis**

*Monster Shop* is a comedic children's series about a family living in a New England town populated by eccentrics and monsters. They run a small family business in this town and get into all sorts of mishaps and adventures.

After his wife's untimely death, Howard Smith remarried and decided to follow his dream of writing a book on American folklore and urban legends and moved to his new bride's hometown of Tombtown to open a shop. However, this is no run of the mill curio shop. This is a supply store for monsters. The shop is a success with the locals and for the most part everything seems to be going fine.

However, Howard has two sons, Ash and Robbie, who are having difficulty with this major change of events. This, after all, is a lot for a kid to deal with. Ash is sullen and having trouble getting used to a new place and a new mom. He is cranky most of the time and doesn't seem to want to let go of his old mom and life. However, Robbie, his younger brother, is a little more open and kind of likes his eclectic new surroundings and is having better luck adjusting. They have made a few friends in Tombtown that have opened their world to insane mishaps. The shop usually acts as a springboard for the kids to get involved in bizarre adventures involving the menagerie of eccentric characters. On their own, the kids tend to cause enough mischief. But things really get crazy when citizens of Tombtown get into the mix.

At the end of the day, the family Smith tend to pull it together. They set aside any petty differences and quarrels they have and get through problems by working together to find solutions. Resolving problems along with the citizens of Tombtown teaches the Smiths especially, Ash and Robbie how to resolve issues and get by in their own family setting.
Main Characters

The main characters, the Smith family, have a strange dynamic. They live in an eerie New England town and run a supply store for monsters. The father, Howard, has two spunky sons that are trying to get used to having a new mom and make friends with monsters. They get involved in the strangest situations and even though they tend to squabble, they all love each other and are getting used to a big change in their lives.
Howard

Howard Smith was a journalist working on a book about urban legends and folklore until his wife met an untimely demise. Howard was grief stricken at her death and then met Lenore, a quirky woman from a strange New England town. Lenore immediately brought a new sense of joy into his life especially when she proposed the idea to open a supply shop in her old living grounds. However, he had no idea how unique this town was.
Lenore

Lenore is a cheerful and witty woman. She has tried to fit in with her new family, but Ash is making it very difficult for her. She has used her expertise in rare antiques, strange products, and knowledge of her hometown of Tombtown to open the shop with the man she loves.
Ash

Ash has somewhat recently lost his mother. His father has remarried a woman named Lenore and just moved to a bizarre little town populated by some of the strangest people and creatures imaginable. On top of that he is still going through puberty! Ash does not accept Lenore and wants to get out of his new surroundings and wants his little brother to follow along. He is usually reluctantly dragged into a strange adventure by his younger brother.
Robbie

Robbie is a little younger and more tolerant than his older brother. He is very curious and full of energy. He really likes his new mom and all her strange friends and curios. Unlike his brother he has made a new friend, Mono, a cyclops he goes on adventures with.
Lily

Like most infants, Lily is very curious and has a knack for getting into trouble. Her ability to get into mischief often leads Ash and Robbie on an excursion. Just as Ash and Robbie can be a pain, and get involved in sticky situations, Lily provides the same dynamic for the both of them. Lily, being so young, usually flies under the radar which is exactly what allows her to get into things.
Secondary Characters

These are the players that have a very close relationship to the main characters. They are there in times of need and celebration. They are around the shop and buzzing about the neighborhood all the time and accompany the main characters in most of their adventures and reflect what the members of the Smith family are thinking and feeling.
Frank

The local handy man, Frank, frequents the shop as a customer and as a repairman. The streetwise working class man that he is, Frank tends to offer sound advice and input when times get tough. Frank uses his experience as well as his hands to get himself out of jams as well as helping close friends when needed. He is very reflective but tough when the situation calls for it.
Horus

Horus is the hypochondriac mummy. He is a nervous, superstitious, germophobe and has a pretty simple personality. His simple ways make him fun to be around the shop. He also knows New England among other places like the back of his bandaged hand and uses this knowledge to show the Smiths around.
Mono

Mono is a fun loving neighbor and school friend of Ash and Robbie. He usually likes to go on adventures and is subject to fall prey to rumors and local legends. This can lead the boys on legend trips that get a little out of hand. He really has clicked with Robbie but Ash is still having a hard time having a cyclops for a friend.
Redondo is the party animal from beyond. He is a carefree airhead with adolescent tastes and a knack for bungling his way through life. He frequently comes to the shop to pick up supplies like surfboard slime and scale polish. His unhinged behavior can act as a catalyst for a wave of mishaps.
Incidental Characters

These are the characters that add an extra bit of dimension to the world of Monster Shop. They act as a catalyst to get the action moving outside the shop and the more insular circle of the family Smith and into the wacky world of Tombtown. Not only do they frequent the shop, they also play pivotal roles in the community of Tombtown that can greatly effect the storyline and plot.
Mr. Angus

Mr. Angus is the grounds keeper at the local cemetery and makes sure it keeps a sickly ambiance and keeps ghouls and grave robbers out. He is the bump in the night to things that go bump in the night. Only the Monster Shop can provide him with proper tools for maintaining the Tombtown cemetery.

Pat

The sassy mail carrier in the neighborhood. Pat knows everybody in town and also knows a lot about their personal lives. Pat isn’t afraid to tell people what he or she thinks. This fondness for gossip can be trouble for the people of tombtown on occasion.
Mike

Mike is pretty scary looking at first glance, but he is just a landscaper. He is very creative, however, almost to the point of being an idiot savant. Mike makes custom tools to build odd gardens. He gets a lot of his tools and gardening supplies at the shop.

Rosco

Rosco loves junk. In fact, he loves it so much, he lives in the dump. Rosco makes his home among the rubbish of others and considers his dump to be a shrine. However, Monster Shop can only provide him with the unique clutter to accent his mountain of filth.
Vincent

Vincent is a highly eccentric and fun loving entrepreneur. His love for all things schlock and camp brought him to running an old Bijou that specializes in B-movies. He stops by the shop to pick up rare kitsch decor.

Janice

Janice is the wife of Vincent. This wasp woman is much more straight laced than her husband and holds a high status in town. She is quite a busy bee and runs many social events. She often stops by the shop to chat with Lenore and see who's buzzing around the shop.
Dolly and Corky

This local group of entertainers are ambitious but completely oblivious to their ineptitude. Dolly is a vapid doll who aspires to be a model and actress, while Corky the Great is a magician whose tricks often go horribly wrong and embarrass them and those nearby.

Jay Pegg

Jay Pegg is Tombtown’s major computer geek. This highly critical, passive aggressive computer nerd makes his living repairing and updating computers and has the largest collection of bobble heads in New England. The Monster Shop is the only place he can get his favorite brand of coffee beans to make his special brew of Warm Wart Latte.
Rhonda

Tombtown’s own hot rod devil girl with a talent for racing and putting together monster hot rods. She comes to the shop to find only the most outrageous parts for her custom made set of demon wheels to tear up the roads!

Lupo

This hipster comes by the store often. Lupo spends most of his time watching daytime television and listening to vintage albums. He usually stops by the shop to pick up his favorite munchies and to show Robbie and Ash a few skateboard tricks.
Moe
This sasquatch drives around town in a compact, eco-friendly taxi and knows almost everywhere and everybody Tombtown. Not only is he a crazy cabbie but he coaches little league basketball. The shop seems to be the only place that regularly stocks comfortable sneakers in his size.

Bubba
Bubba is a mysterious yokel who runs a farm on the outskirts of town. However, he needs the right kind of supplies to feed mutant chickens and grow jack o’ lantern pumpkins. The Monster Shop can supply Bubba with all his farming needs.
Layouts

These are some of the familiar sights and “haunts” in the world of *Monster Shop*. These are places in the eccentric Tombtown that are staple parts of the citizen’s lives. They give the feeling and overall mood of the show.
Tombtown Bridge

This is where a lot of kids go to skip rocks and catch dead fish. When Ash wants to be left alone he often comes here to sulk.
The Old Dirt Road

This road is historically the way in and out of town before there were paved roads. Usually Ash and Robbie head off onto this road to the outskirts of town and get into mischief.
Shop Exterior

In the middle of the downtown circle of Tombtown, resides the Monster Shop. The Monster Shop is a quiet old building with plenty of texture and life for all to enjoy as well as space to store strange knick knacks.
Shop Interior

This is where the Smith family sell their weird goods to the people of Tomboktown. It's an old, musty, shop with all the dank ambiance that it's customers crave.
**Episodes**

**Gnome Man’s Land:** When a cart of strange lawn gnomes pops up in the shop, strange things happen and people start reporting thefts. It turns out the Gnomes are little thieves working for a demented toy maker!

**Assault of the Mole People:** Robbie and Ash find a ladder in the basement that leads to a group of light sensitive Mole Men living beneath the streets of Tombtown that plan on collapsing Tombtown into the ground so they can be a part of society. Ash and Robbie solve this by selling them sunglasses so they can come up to the surface anytime they want.

**Curse of the Horus:** Horus finds an old knick knack in the shop that he thinks is cursed. Misfortune follows him everywhere and it seems to be effecting everyone around him so he runs off to the woods to be where he can’t do any damage. Robbie and Ash head out after him and get in danger. Horus saves them without doing any damage and realizes that he makes his own luck in life.

**Maximum Monster Drive:** A fuel shortage has hit the nation and a roaming gang of Biker thugs has been stealing fuel from small towns. Rhonda convinces the thugs to have a race to see who wins the fuel and who gets out of town.

**An Egg Grows in Tombtown:** Robbie and Ash find a giant egg in the woods and it hatches a baby dragon. They try to keep it as a pet until they find out that the mother is tearing around town looking for the baby. When they decide it’s best to give the baby to its mother, they find out that it has been captured by a hunter who plans on selling it to a circus.

**Welcome to Monster Mart:** The shop is danger when Monster Mart comes to town. However, there is a mysterious secret. Lenore’s old childhood rival is behind the new arrival and is set out to destroy the Monster Shop and soon the entire town!