

# OUR UNLIKELY HEROES

**Sam** is the unofficial leader of the Freelance Police. A six foot dog in a baggy, ill-fitting suit, he's knowledgeable to a fault, and enthusiastic about defending the public from the "the self propelled gutter trash" that populates his city. He loves what he does and though he can show irritation with Max, it's always delivered with good nature and fun. These guys have known each other all their lives and speak a common language.



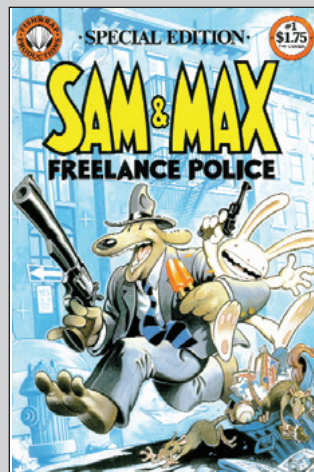
**Max** is the more unhinged of the Freelance Police. He's a three foot hyperkinetic rabbit-thing, an unleashed "Id" completely reactive to his surroundings. Max is easily distracted and his thoughts ping about like a pinball, but he also cuts through the crap and tells it like it is, no matter what situation he finds himself in. Unlike Sam, Max probably does not have a conscience.

## A LIFETIME OF FIGHTING CRIME

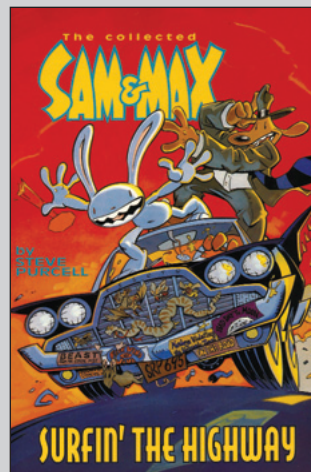
Before they were in games, Sam & Max were in comics. Here are some of their starring roles.



Sam & Max got their start in comics Steve Purcell drew to tease his little brother, way back in the Disco Era.



Their first comic book was printed in 1987, featuring the story "Monkeys Violating the Heavenly Temple."

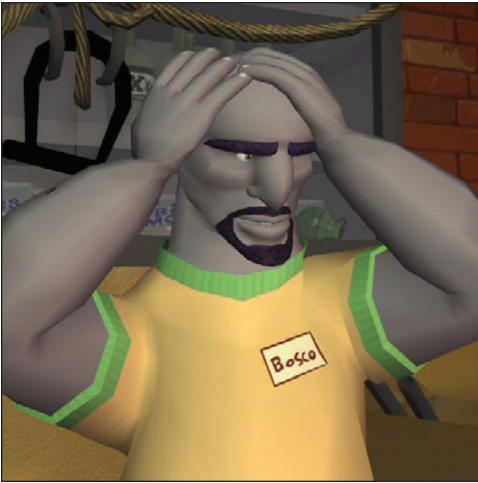


A Sam & Max collection was published in 1995. *Surfin' the Highway* has since become a collector's item.



After a ten-year break, the Freelance Police returned to comics in 2005 in an ongoing web series.

# SUPPORTING CAST



**Bosco** runs the Inconvenience Store down the street from Sam & Max's office. Perpetually paranoid, he thinks everyone is out to get him—and he just may be right. He goes to great lengths to protect himself, including using a number of incredibly poor disguises. Bosco's store is where the Freelance Police stock up on the supplies they need, including the many bizarre, homemade weapons he keeps behind the counter.



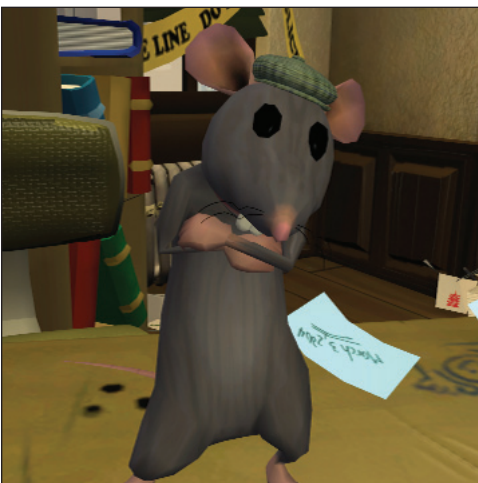
BOSCO'S INCONVENIENCE



**Sybil** is the proprietress of Sybil's Tattoos, Piercings, and Psychotherapy. Sybil is a jill-of-all-trades who dabbles in a number of professions, starting as a shrink. She has to keep trying new jobs because she's not very good at any of them, but it's not for lack of effort. Sybil's office is across the street from Sam & Max's place, next to the abandoned Lefty's Tools. She's intrigued by Sam & Max, and is happy to help them as long as they help her in return.



Sybil's



**Jimmy Two-Teeth** heads up the gang of vermin that lives inside the Freelance Police office walls. He's a two-bit hoodlum who's constantly causing trouble for Sam & Max, starting by holding their phone hostage in demand for a Swiss-cheese ransom. Jimmy's home base in Sam & Max's office wall puts him in the perfect position to interfere with the duo's best laid plans.



Jimmy Two-teeth