

Campfire Memories

INTRODUCTION

TITLE

CONTRACT CLEANERS

FORMAT

8-EPISODE HOUR-LONG SERIES

GENRE

ACTION / CRIME / DARK COMEDY

TONE

VIOLENT, STYLISH, FUNNY, UNAPOLOGETICALLY R-RATED

LOGLINE

A COVERT SQUAD OF ELITE OPERATIVES IS HIRED TO CLEAN UP ONE CITY AT A TIME—USING RUTHLESS FORCE AND WILDLY INVENTIVE TACTICS TO DISMANTLE CRIME FROM THE INSIDE OUT. NO BADGES. NO MERCY.



SERIES OVERVIEW

IN A WORLD WHERE BUREAUCRACY FAILS AND GANGS THRIVE, A DESPERATE MAYOR AND POLICE CHIEF STRIKE A COVERT DEAL WITH AN ELITE TEAM OF OPERATIVES: WIPE OUT THE CITY'S ORGANIZED CRIME BY ANY MEANS NECESSARY.

THE CLEANERS OPERATE WITH NEAR-TOTAL IMMUNITY—NO BADGES, NO TRIALS, AND NO OVERSIGHT. FOR A FLAT FEE, PLUS WHATEVER WEAPONS, DRUGS, OR CASH THEY CAN SEIZE, THEY BRING THE WAR TO THE GANGS WITH BRUTAL PRECISION AND THEATRICAL FLAIR.

THE SERIES BLENDS OVER-THE-TOP ACTION, BRUTAL TACTICS, AND ABSURD PSYCHOLOGICAL WARFARE WITH DEEP CHARACTER DYNAMICS. EACH MEMBER HAS THEIR OWN CODE—AND THEIR OWN LIMITS. AS THE MISSIONS ESCALATE, SO DO THE CONSEQUENCES, FORCING THE TEAM TO QUESTION WHETHER THE REAL THREAT IS COMING FROM OUTSIDE OR WITHIN.

EPISODE STRUCTURE

- 1. TERMS AND CONDITIONS TORONTO'S GANG PROBLEM IS OUT OF CONTROL—AND CITY LEADERS ARE DESPERATE. A SECRETIVE TEAM OF SIX ELITE MERCENARIES ENTERS NEGOTIATIONS WITH THE MAYOR AND POLICE CHIEF. AFTER TENSE BACKROOM MEETINGS, THE TEAM SECURES BROAD PERMISSIONS: ALMOST ANYTHING SHORT OF PUBLIC EXECUTION IS ON THE TABLE. THEY'LL BE PAID A FLAT FEE PLUS STREET VALUE FOR ANY SEIZED DRUGS, GUNS, AND CASH. THE CATCH? NO PUBLIC RECOGNITION. NO MEDIA EXPOSURE. NO MISTAKES.
- 2. THE RAT TRAP THE TEAM TARGETS A NOTORIOUS GANG'S WEAPONS WAREHOUSE. INSTEAD OF A STRAIGHT RAID, THEY DEPLOY CHAOS: FIRST, THEY SMOKE-BOMB THE BUILDING, REDUCING VISIBILITY TO ZERO, THEN THROW IN A SPEAKER BLASTING GUNFIRE SOUNDS. PANICKED GANG MEMBERS BLINDLY SHOOT, TRAMPLE EACH OTHER, AND FLEE STRAIGHT ONTO A HIDDEN STRIP OF TIRE SPIKES LAID OUTSIDE, CRIPPLING CARS AND FEET ALIKE. AS ARRESTS AND SEIZURES RACK UP, THE TEAM SENDS A BRUTAL MESSAGE: THERE'S NOWHERE SAFE TO HIDE.



CHARACTER OVERVIEW



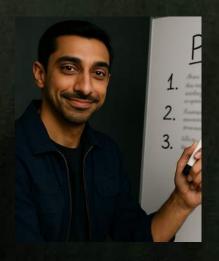
MARCUS

A STEALTH AND
INFILTRATION
EXPERT WITH A
SPECIAL FORCES
BACKGROUND,
MARCUS OPERATES
IN SILENCE AND
LEAVES NO TRACE.



JONAH

THE TEAM'S TECH
GENIUS, JONAH
HACKS, TRACKS,
AND SURVEILS WITH
UNMATCHED
PRECISION AND
DRY, BITING WIT.



RYAN

A DRONE AND
RECON SPECIALIST,
RYAN MAPS THE
BATTLEFIELD FROM
ABOVE AND GUIDES
THE TEAM WITH
CALM, TACTICAL
FOCUS.



BLAKE

AN EXPLOSIVES
AND HEAVY
WEAPONS EXPERT,
BLAKE THRIVES ON
DESTRUCTION AND
BRINGS BLUNT
FORCE TO EVERY
MISSION.



THEO

TRAINED IN
MULTIPLE MARTIAL
ARTS, THEO IS A
CLOSE-COMBAT
OPERATIVE WHO
NEUTRALIZES
THREATS WITH
SPEED AND
CONTROL.



MAX

A MASTER OF
PSYCHOLOGICAL
MANIPULATION, MAX
THRIVES IN CHAOS
AND BENDS EVERY
SITUATION TO HIS
OWN WARPED
ADVANTAGE.



CHIEF VALE

A CAREER COP
WITH A TARNISHED
BADGE AND TOO
MANY SECRETS,
CHIEF TRAN
AUTHORIZES THE
CLEANERS OFF THE
RECORD—THEN
TRIES TO KEEP
THEM FROM
BURNING THE
WHOLE CITY DOWN.



ROXIE

STYLISH,
SEDUCTIVE, AND
SMARTER THAN
EVERYONE IN THE
ROOM, ROXIE IS THE
CLEANERS'
CONFIDENTIAL
LIAISON—FEEDING
INTEL, BENDING
RULES, AND
PLAYING BOTH
SIDES WHEN IT
SUITS HER.

TONE & INFLUENCES

- VIOLENT BUT STRATEGIC
- FUNNY BECAUSE IT'S MESSED UP
- SLICK, GRITTY, AND THEATRICAL
- INFLUENCED BY THE BOYS, JOHN WICK, REACHER, THE SUICIDE SQUAD



Campfire Memories

KEY THEMES

- VIGILANTE JUSTICE VS. INSTITUTIONAL FAILURE
- MORALITY IN THE GRAY ZONE
- THE THRILL OF CONTROL
- ANONYMOUS HEROISM
- DARK HUMOR AS SURVIVAL

TARGET AUDIENCE

- ADULTS 18-49
- FANS OF R-RATED ACTION SERIES WITH HIGH STYLE AND TWISTED HUMOR
- VIEWERS WHO CRAVE BOLD, STYLISH STORYTELLING WHERE MORAL AMBIGUITY COLLIDES WITH OUTRAGEOUS ACTION AND DARK HUMOR



WHY IT STANDS OUT

CONTRACT CLEANERS DELIVERS GENRE-DEFYING ACTION AND RAZOR-SHARP BLACK COMEDY. IT FUSES THE OVER-THE-TOP GRIT OF THE BOYS WITH THE STYLISH VIOLENCE OF JOHN WICK AND THE TEAM CHAOS OF THE SUICIDE SQUAD—BUT WITH A CODE OF ETHICS THAT SEPARATES IT FROM PURE CARNAGE.

WHAT SETS THIS SERIES APART IS HOW THE TEAM TREATS THE JOB LIKE A TWISTED GAME. THEY LAUGH, BANTER, AND IMPROVISE WITH SADISTIC CREATIVITY—TRICKING GANG MEMBERS INTO HURTING EACH OTHER OR WIRING EXPLOSIVE BIRTHDAY CAKES. THEY APPEAR UNHINGED TO THE CRIMINALS THEY HUNT.

AND YET, WITH THE GENERAL PUBLIC, THEY'RE FIERCELY PROTECTIVE. THEY SPEAK POLITELY TO CIVILIANS. THEY EXTRACT JANITORS BEFORE BLOWING UP A BUILDING. THEIR METHODS ARE SAVAGE—BUT THEIR MISSION IS CLEAR: CRIMINALS ARE PREY. EVERYONE ELSE IS OFF-LIMITS.

THE CONTRAST GIVES THE SERIES EMOTIONAL DEPTH: ARE THEY HEROES? VIGILANTES? SOMETHING WORSE? THAT TENSION FUELS THE DRAMA—AND MAKES EVERY DARK LAUGH FEEL EARNED.



STATUS

- READY FOR DEVELOPMENT
- SEEKING LITERARY REPRESENTATION AND PRODUCTION PARTNERS
- ONE OF SIX FULLY-DEVELOPED ORIGINAL SERIES AVAILABLE AT THENEXTGREATSHOW.COM





THANK YOU

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