



CREATED BY
DAN GALEA

CRASH JAM
STUDIOS

DOLBY ATMOS



GENRE: Boys Action Comedy /
Sci-Fi Adventure

TARGET: Ages 7–13

THE VIBE:
Teenage Mutant
Ninja Turtles meets
Scott Pilgrim in
Outer Space.

EPIC MUSICAL MOMENTS

Every episode features
a **set-piece** perfect for
soundtracks, YouTube
clips, and toys.

ACTION-COMEDY PACING

High-speed hijinks grounded
by real emotional beats about
friendship, loyalty, and the
power of creativity.

Premise

When an alien rock band gets framed after exposing a corrupt intergalactic Battle of the Bands, they escape through a wormhole and crash land on Earth, accidentally becoming underground music legends in the process.

Now stranded on a planet they barely understand, The Anurocki hide out in basements, sewer tunnels, concert venues, and anywhere else they can avoid getting captured while they repair their busted rocket tour bus. Alongside their awkward human friend and self-appointed manager Hendo, the band quickly discovers Earth is just as chaotic as the rest of the galaxy.

Meanwhile, the sinister Lord Reverb is quietly building something much bigger. His goal is to erase imperfect **music entirely** and replace it with artificial “perfect” entertainment controlled by massive corporate systems, AI technology, and intergalactic media manipulation.

So while the band is trying to survive day-to-day life on Earth, they also keep getting dragged into increasingly insane music battles, rival bands, conspiracies, alien threats, and weird encounters with humans who suddenly treat them like viral rock stars.

At its heart, Crash Jam! Save the World! is about creativity, self-expression, friendship, and the idea that flaws are sometimes the best part of art.

The show mixes sci-fi action, comedy, original music, **weird alien worldbuilding**, and emotional character moments into a loud, fast-moving animated series that feels like a concert, a cartoon, and a garage band all smashing together at once.

CHECK OUT A VERY ROUGH [SIZZLE HERE!](#)

The Underground Legends



Hendo (Manager):
14-year-old human outsider. Armed with a backpack of hacked gadgets, he hides the band and coordinates their survival.



Vox (Vocals): The bold, impulsive leader. Commands the stage with raw charisma and atmospheric bending shockwaves.



Shred (Lead Guitar):
The intense, brooding soul of the band. Quietly passionate, unleashing plasma-slicing frequencies.



Stixi (Drums): The untamed, unpredictable genius. A chaotic spirit capable of kinetic impacts and time manipulation.



Thump (Bass): The towering powerhouse. Calm in a crisis, he controls gravity with his devastating low-end tones.



Keyla (Synth): The chill tech mastermind. Scans for angles others miss, utilising holographic reality hacking.

Weaponised Sound: The Sonic Arsenal

Music is the language of the universe, and for The Anurocki, it is also their primary means of defence.

Vocals (Microphone): Triggers atmospheric bending and concussive shockwaves.



Guitar: Slices through metal with plasma-charged high frequencies.



Bass: Warps localized gravity with earth-shattering low-end rumbles.



Drums: Unleashes kinetic impact blasts and manipulates tempo/time.



Synth: Shapes reality itself through holographic environmental hacking.



Backpack Tech: Hendo's hub for inter-species signal routing and system overrides.



The Mobile Command

THE ENGINE

A space-warped hyperdrive (currently on fire and in need of Earth-salvaged parts).

THE SOUND SYSTEM

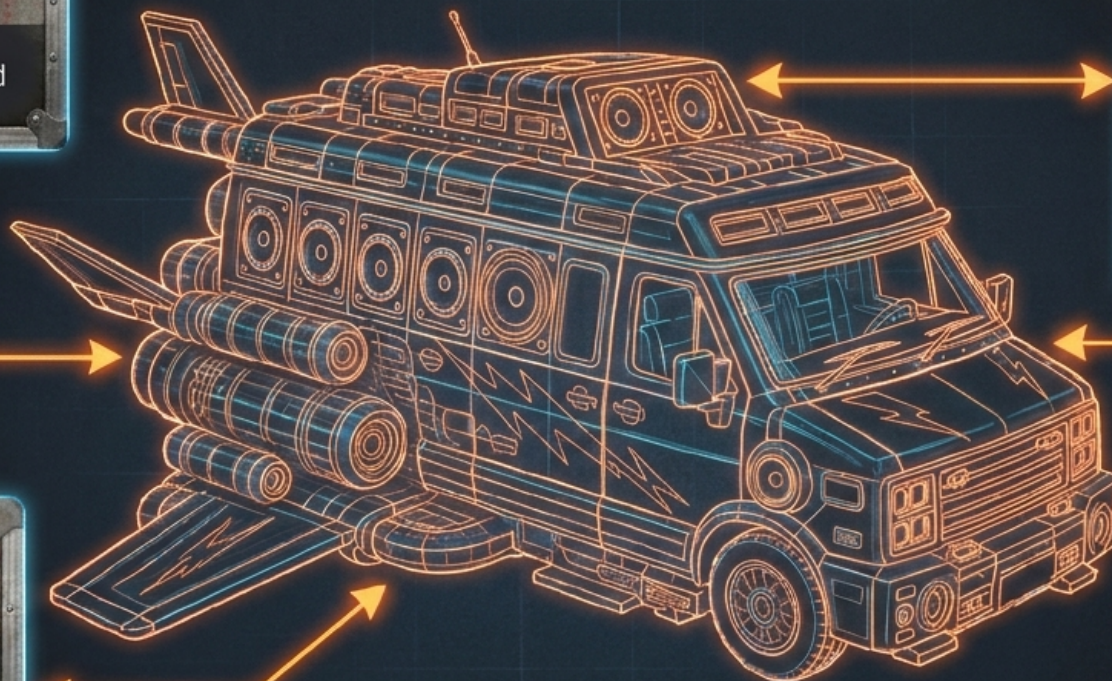
A modular, deployable speaker array capable of blasting out-of-this-world frequencies.

THE ARMOUR

Heavily reinforced plating built to survive intergalactic bounty hunters and overzealous Earth security.

THE COMMAND CENTRE

Hendo's hacked communication hub where he coordinates underground gigs and plots their escapes.

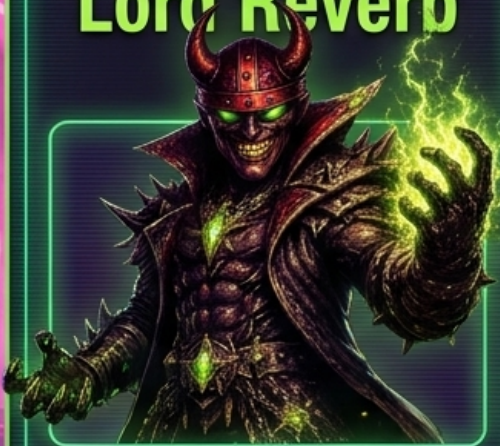


THE ENEMY ECOSYSTEM



The Agents of Perfection

Lord Reverb



Tyrant of galactic music and President of the Bank of the Universe. Twisted by a god-complex and an autotune addiction, he seeks to silence all unauthorized sound.

The Cryptos (led by Krevin)



Reverb's spoiled son's band. Armed with galaxy-grade tech and zero soul, they play engineered music tuned to a frequency dangerous to human ears.

Zorgon & The Auto-Tonix



A disgraced, fuzzy alien promoter and his sleek, robotic sonic SWAT team. They enforce Reverb's total sonic order with terrifying precision.

The Road to Earth-A-Polooza

Act I: *The Crash*

The Anurocki escape the rigged galaxy, crash-landing at a heavy metal festival. Hendo hides them in his basement as they become an accidental viral phenomenon.

Act II: *The Jam*

The intergalactic hunt reaches Earth. Terrified Earth Execs partner with Lord Reverb, announcing a high-stakes Human vs Alien Battle of the Bands to capture the market.

Act III: *Save the World*

The finale showdown. Lord Reverb unleashes 'Artificial Bandtelligence'. The Anurocki must prove that heart and imperfection can defeat mathematical perfection, revealing a much larger conspiracy in the process.

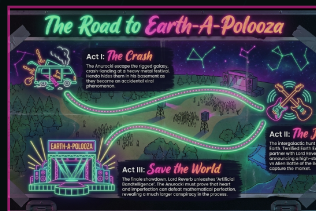




EPISODE GUIDE // SIGNAL FILE

CASE FILE

01



STATUS: ACTIVE

THREAT: REVERB

MODE: LIVE SIGNAL

Episode One

CRASH

CRASH JAM! SAVE THE WORLD! – PILOT

The biggest band in the galaxy just became fugitives. After exposing a rigged intergalactic Battle of the Bands run by the creepy and power-hungry Lord Reverb, alien rock group The Anurocki are forced to escape an army of robotic enforcers and blast themselves through a wormhole with no idea where they're going. Unfortunately, where they end up is Earth.

Even more unfortunately, they crash-land directly into the middle of a heavy metal festival. Instead of causing mass panic, the crowd thinks it's part of the show. Overnight, The Anurocki accidentally become viral internet celebrities.

The band, Vox, Shred, Stixi, Thump, and Keyla, are loud, chaotic, emotional, and completely unprepared for human life. After the crash, they're discovered by Hendo, an awkward, music-obsessed kid who decides to hide the aliens in his parents' basement and secretly become their manager.

Now the group has to survive life on Earth while fixing their destroyed rocket tour bus, avoiding government agents, navigating internet fame, and trying not to expose themselves to the world. That is difficult because everywhere they go, people kind of love them.

Meanwhile, Lord Reverb isn't done with them. He still plans to control the future of music itself, and Earth may be his next target.

The pilot sets up a loud, weird, music-fueled animated sci-fi comedy packed with alien bands, concert battles, conspiracies, robot attacks, viral fame, and the chaotic energy of a garage band that accidentally became humanity's last hope. At the center of it all is a group of outsiders trying to figure out where they belong while reminding people that music isn't supposed to be perfect. It's supposed to mean something.

CRASH JAM! SAVE THE WORLD! / EPISODE GUIDE

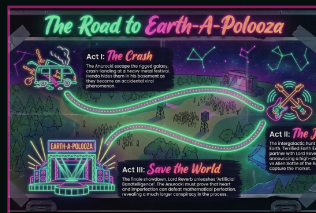
IMPERFECT MUSIC WINS



EPISODE GUIDE // SIGNAL FILE

CASE FILE

02



STATUS: ACTIVE

THREAT: REVERB

MODE: LIVE SIGNAL

Episode Two

JAM

CRASH JAM! SAVE THE WORLD! – EPISODE TWO

The fallout from The Anurocki's first appearance on Earth spreads fast, and not just online. News of the mysterious alien band travels across the galaxy, drawing the attention of powerful music executives, corporate media giants, and opportunistic space billionaires all racing toward Earth to cash in before someone else does.

At the center of it all is Lord Reverb, President of the Bank of the Universe, who arrives demanding a meeting with Earth's music industry leaders. Instead of standing up to him, the terrified executives practically worship the guy, offering sponsorship deals, hologram streaming rights, festival contracts, and branding opportunities in exchange for access to alien entertainment technology.

Desperate to prove Earth deserves a place in the intergalactic music scene, the industry announces the first-ever Human vs. Alien Battle of the Bands. What starts as a flashy publicity stunt quickly turns into a corporate nightmare packed with forced image makeovers, giant sponsors, fake hype campaigns, and manufactured celebrity culture.

Headlining the event are The Cryptos, Lord Reverb's painfully artificial "perfect" band and longtime rivals of The Anurocki.

There's just one problem. Nobody on Earth realizes that the sound frequencies used in Cryptos performances are dangerous to humans. At the wrong volume, their music could literally destroy the audience from the inside out. As the massive concert approaches, The Anurocki are forced to make a choice. Stay hidden and protect themselves, or step in and stop the event before thousands of people get hurt.

Meanwhile, Hendo scrambles behind the scenes trying to hack the festival systems, warn the public, and keep the band from getting captured by the growing number of people hunting them down. What starts as a ridiculous intergalactic music competition slowly becomes something much bigger: a fight over who controls art, entertainment, and the emotional connection music has the power to create.

If the show goes live, Earth might not survive the encore. Thankfully, The Anurocki find out where The Cryptos are rehearsing and learn the reverse notes to each song to nullify everything. After Hendo hacks into the sound system, they do just that, and The Cryptos get booed off the stage. Lord Reverb is not happy and decides to trigger the backup plan: a podcast network.

CRASH JAM! SAVE THE WORLD! / EPISODE GUIDE

IMPERFECT MUSIC WINS



EPISODE GUIDE // SIGNAL FILE

CASE FILE

03



STATUS: ACTIVE

THREAT: REVERB

MODE: LIVE SIGNAL

Episode Three

JAM AGAIN!

CRASH JAM! SAVE THE WORLD! – EPISODE THREE

After another crushing defeat at the hands of The Anurocki, Lord Reverb becomes determined to eliminate music entirely and replace it with podcasts. To achieve this, he launches The Echo Chamber, an unbearably obnoxious podcast network where every host is a flawless model who speaks with the exact same bland voice and recycled opinions. For reasons no one can explain, the people of Earth become completely obsessed.

Concert halls, clubs, and music venues across the planet sit empty as audiences remain at home like hypnotized zombies, endlessly consuming podcasts through their headphones. In response, The Anurocki organize a massive live concert to reignite the world's love of music. The show sells out instantly, but when the band takes the stage, the crowd stands motionless and silent, too distracted listening to podcasts to even notice the performance happening in front of them.

Before long, even The Anurocki themselves fall under the spell. They become addicted to podcasts, stop rehearsing, and begin cancelling shows.

Realizing no one else is going to save music, Hendo decides to take matters into his own hands. He launches a podcast network of his own, recruiting his coolest and most passionate friends to create shows celebrating the music they love. Hendo hosts a podcast about the importance of both live music and meaningful conversation, reminding listeners that if people stop going out, exploring the world, and experiencing life together, they will eventually have nothing real left to talk about.

Hendo's message begins to resonate. The Anurocki rediscover their passion for performing, audiences slowly return to concerts, and people everywhere start reconnecting through live experiences once again. In the end, Lord Reverb's plan collapses as music roars back louder than ever.

CRASH JAM! SAVE THE WORLD! / EPISODE GUIDE

IMPERFECT MUSIC WINS



EPISODE GUIDE // SIGNAL FILE

CASE FILE

04



STATUS: ACTIVE

THREAT: REVERB

MODE: LIVE SIGNAL

Episode Four

JAM JAMS!

CRASH JAM! SAVE THE WORLD! – EPISODE FOUR

It is a perfectly normal day in Churunno. The city is alive with noise, traffic, music, and crowds moving through the streets.

Suddenly, chaos erupts when a massive transport truck comes screaming around a corner completely out of control.

The Anurocki and Hendo, walking through a nearby alley, watch in shock as the truck tears past them at full speed. Without hesitation, they leap into action. Thump slams out a thunderous bassline powerful enough to make the road itself rise beneath the truck's tires in an attempt to stop it, but the vehicle is moving far too fast. Just as it is about to crush an adorable little kitten crossing the street, Stixi drops into a slow, heavy rhythm that warps the momentum around the truck, slowing it just enough to buy the team a few seconds.

Thinking quickly, Shred unleashes a screaming power chord so intense it rips a hole in the fabric of space and time itself. He fires another chord moments later, creating a second portal farther down the street. The truck rockets through the first portal and bursts safely out the other side with enough distance to finally lose speed. Vox dives into the cab and manages to bring the vehicle to a stop seconds before disaster strikes.

When Keyla checks the driver, she discovers something strange. The driver is not panicked or injured. He is fast asleep. As the group leaves the scene, they realize the entire city has fallen into a deep sleep. Cars sit abandoned, pedestrians lie snoring on sidewalks, and stores remain frozen mid-business. A mysterious song drifting down from the sky has lulled the population unconscious.

Behind it all is Lord Reverb. In his latest scheme, he has hired a world-famous alien lounge singer whose hypnotically slow and painfully relaxing songs possess a terrifying side effect. Members of the singer's species can literally shut down the minds of anyone who listens too long. Entire planets have reportedly drifted into sleep under the sound of their music.

Even Hendo succumbs instantly, slipping into a bizarre dreamlike dimension known as the Land of Nod, where the sleeping minds of Earth's population now wander aimlessly. The Anurocki, however, remain unaffected thanks to a new set of experimental earplugs Stixi recently made for the band to protect their hearing during performances. Realizing they may be the only ones left awake on Earth, the band decides it is finally time to repair their legendary Battle Bus.

Using spare parts scavenged from junkyards, broken electronics, and nearly every component inside Hendo's beloved toaster, The Anurocki manage to get the ship airborne once again. They blast into space and storm Lord Reverb's orbiting command ship.

Instead of attacking immediately, the band approaches the lounge singer respectfully and asks if they can perform their own versions of a few of his songs. Flattered by the admiration and eager to hear a fresh interpretation of his work, the singer agrees.

The moment The Anurocki begin playing, their loud, energetic sound shatters the hypnotic trance spreading across Earth. People everywhere begin waking up as the band's music tears through the sleep-inducing frequencies.

Lord Reverb realizes too late what is happening and rushes to stop them, but The Anurocki destroy the giant transmission system broadcasting the lounge music to Earth. In the chaos, the lounge singer resumes performing, accidentally unleashing another wave of sleep energy that knocks out Lord Reverb and his entire army just as they prepare to attack.

With the villains unconscious and the people of Earth finally awake again, The Anurocki blast away into deep space aboard their repaired Battle Bus. For the first time, the band seriously considers returning home. But as they look back at Earth and at their friend Hendo, they realize they cannot leave until Lord Reverb is defeated once and for all.



EPISODE GUIDE // SIGNAL FILE

CASE FILE

05



STATUS: ACTIVE

THREAT: REVERB

MODE: LIVE SIGNAL

Episode Five

JAM THE BRAKES!

CRASH JAM! SAVE THE WORLD! – EPISODE FIVE

The episode begins aboard Lord Reverb's massive command ship, where the villain is in a full-blown rage. He storms through the halls screaming at everyone in sight, from his son Krevin, to The Cryptos, to even his longtime ally Zorgon. Furious over his repeated failures against The Anurocki, Lord Reverb declares that he can no longer rely on incompetence. He orders Zorgon to travel the galaxy and recruit the toughest, most aggressive band in existence.

Meanwhile on Earth, Hendo introduces The Anurocki to one of humanity's greatest achievements: movies. He takes the band to see Shark Beach 7, and The Anurocki are instantly obsessed. The idea of music being used to heighten emotion completely blows their minds. Suddenly they cannot stop creating dramatic "movie moments" for everyday situations. Vox stares out windows while Thump plays emotional basslines. Stixi adds suspenseful drum rolls before opening doors. Shred performs screaming guitar solos whenever someone enters a room dramatically. Before long, the band is treating every moment of life like a giant cinematic masterpiece, and Hendo is beginning to regret introducing them to film in the first place.

Back aboard Lord Reverb's ship, Krevin tries to show his father a new song he has been working on, hoping for even a moment of approval. But Lord Reverb barely listens. Completely consumed by his obsession with defeating The Anurocki, he brushes Krevin aside without a second thought. Hurt and ignored yet again, Krevin quietly retreats, feeling more invisible than ever.

Soon, Zorgon returns with his latest discovery: Moshthropolis, a terrifying band of colossal alien metal musicians known throughout the galaxy for their destructive live performances. Every member looks like an unstoppable monster, and their music is so aggressive it has reportedly started riots on multiple planets. To unleash chaos on Earth, Zorgon books Moshthropolis for a concert at The Piston. The results are immediate.

Everyone who attends the show becomes consumed by anger, negativity, and aggression. Arguments erupt across the city. Friends turn on each other. Traffic jams become screaming matches. Entire neighborhoods descend into chaos as the brutal energy of Moshthropolis spreads through Churunno like a virus. The Anurocki initially challenge Moshthropolis to a traditional battle of the bands, convinced they can defeat them musically. But the second Moshthropolis begins playing, the sheer force of their sound destroys the venue's entire sound system before The Anurocki even get a chance to perform.

Realizing they cannot win through sheer volume or force, The Anurocki try something completely different. Instead of fighting the band, they attempt to understand them.

They point out that Moshthropolis is already one of the most famous bands in the galaxy, yet all they have ever spread is anger and destruction. The Anurocki ask them to imagine how powerful they could become if they inspired people instead of tearing them apart. For the first time, Moshthropolis begins to reflect on what their music actually does to people.

Inspired, the two bands decide to collaborate on an entirely new song together: The Positive Song. The track becomes an unstoppable anthem of unity, energy, and joy. Across Earth, people stop fighting almost instantly. Crowds begin singing together, dancing together, and reconnecting through music once again.

Enraged by Moshthropolis betraying him, Lord Reverb descends to Earth personally to punish them. But he quickly discovers he has made a terrible mistake. Because now he must face the combined power of The Anurocki and Moshthropolis together.

The two bands unleash an earth-shaking musical assault so powerful it blasts Lord Reverb clear back into space. Defeated once again, he disappears into the cosmos as the people of Earth celebrate their unlikely new heroes. Moshthropolis leaves Earth more beloved than ever, transforming from feared destroyers into legendary icons. Their visit becomes the stuff of myth, a concert the people of Earth will never forget.

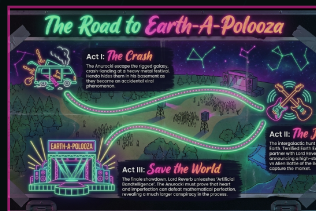
Humiliated and pushed to his limit, Lord Reverb finally snaps. Alone aboard his ship, he unveils his ultimate emergency weapon: THE MUSIC BOT 5000.



EPISODE GUIDE // SIGNAL FILE

CASE FILE

06



STATUS: ACTIVE

THREAT: REVERB

MODE: LIVE SIGNAL

Save The World

SAVE THE WORLD

CRASH JAM! SAVE THE WORLD! – FINALE

As Lord Reverb prepares to unleash his ultimate weapon — an AI-generated "perfect" band called Artificial Bandtelligence — the fate of Earth's music hangs in the balance. If The Anurocki lose the final Battle for Earth-A-Polooza, all flawed, emotional, human-made music across the planet will be erased forever.

Facing impossible odds, the band begins to doubt themselves. Artificial Bandtelligence is flawless, mathematically perfect, and powered by impossible technology. But Hendo reminds the group that music isn't about perfection — it's about heart, individuality, and soul.

Meanwhile, Krevin — former rival and ex-leader of The Cryptos — struggles with rejection from his father, Lord Reverb, and begins questioning everything he believes in. After an emotional encounter with Shred, Krevin discovers that genuine connection matters more than artificial perfection.

At the massive intergalactic music festival showdown, Artificial Bandtelligence delivers a technically perfect performance that hypnotizes the audience. But when The Anurocki take the stage, they fight back with raw energy, emotion, and a song celebrating imperfection and self-expression.

The performance electrifies the crowd and divides the judges. In the end, authenticity triumphs over artificial perfection, and The Anurocki are declared the winners. But victory comes with a twist. As Lord Reverb attempts one final attack, hidden political forces reveal themselves, hinting at a much larger conspiracy still unfolding behind the scenes. Though Earth is saved for now, the finale ends with the band realizing their fight may have only just begun.

The episode delivers an emotional, funny, high-energy climax filled with epic music battles, heartfelt character moments, absurd comedy, and a powerful message about creativity, imperfection, and the soul of art.

CRASH JAM! SAVE THE WORLD! / EPISODE GUIDE

IMPERFECT MUSIC WINS

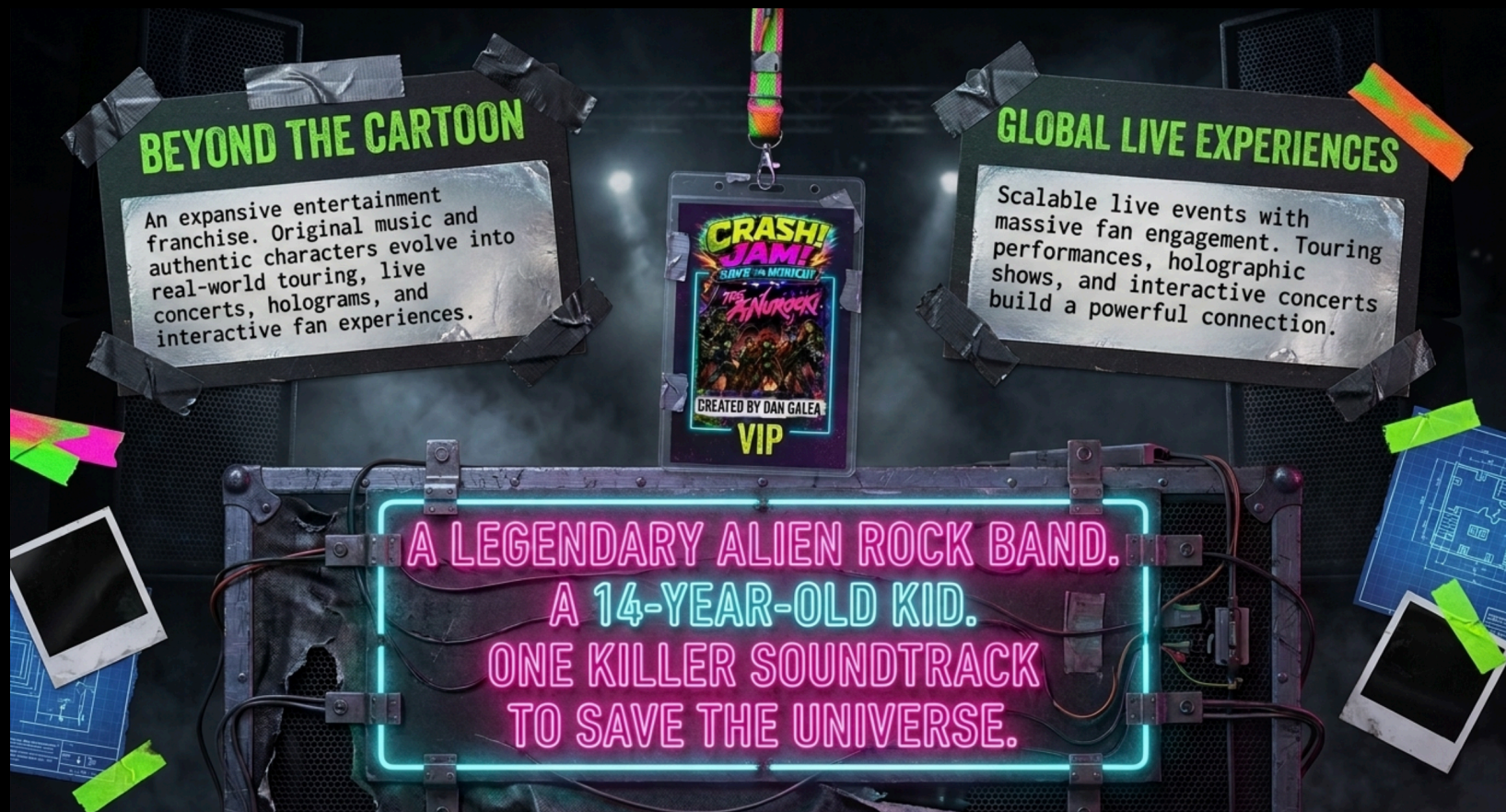
ART STYLE



A universe of infinite visual potential. From underground earth-punk clubs to sterile alien boardrooms, the world of Crash. Jam. Save the World. is built to expand. Get ready for the wildest tour in the galaxy.

BEYOND THE CARTOON!

Crash! Jam! Save the World! is built as a high-energy animated series with the potential to expand far beyond the screen. At the centre of the show is The Anurocki, a fictional alien rock band whose original songs, personalities, and performances become a major part of the world and audience experience. The series is designed to connect with kids, teens, and nostalgic adults through comedy, action, music, and character-driven storytelling while building a strong online presence through clips, songs, social content, and interactive fan engagement. As the audience grows, the music can naturally evolve into live concerts, touring performances, merchandise, games, and other real-world experiences that allow fans to step deeper into the universe of the show. With its mix of sci-fi adventure, humour, original music, and themes about creativity versus corporate control, *Crash! Jam! Save the World!* is positioned as a scalable entertainment franchise with strong cross-platform potential in animation, music, live events, digital media, and consumer products.



5. Live Events: The fandom culminates in real-world touring concerts and interactive experiences—driving audiences right back to season 2.



4. Publishing & Transmedia: Toy inserts and Book QR codes unlock secret lore and hidden acoustic tracks.



1. The Show: An action-packed episode airs, featuring an epic battle and an original Anurocki anthem.



2. Digital & Social: The song's isolated clip drops on YouTube/TikTok, driving viral dances, memes, and soundtrack streams.

3. Consumer Products: Kids buy the Vox Power Mic or Music Bot 5000 to recreate the viral song.



**THE UNIVERSE
FLYWHEEL:
WHERE STORY DRIVES
SALES, AND SALES
DRIVE STORY.**



Scan for the Sizzle Reel | contact@crashjamstudios.com | +1-555-ANUROCKI

OUTSIDERS. MISFITS.
BAND TOGETHER.

THE ANUROCKI
COLLECT THEM ALL!



+ MORE
GEAR!

ANUROCKI

UNLEASH THE POWER OF MUSIC!



OVER
20
PIECES!
LIGHTS! SOUNDS! MUSIC!

MEET MUSIC BOT 5000
AI ROBOT. BEAT MAKER. SOUND ENGINEER.



- AI POWERED**
Smart AI helps you create awesome music and beats!
- BEAT MAKER**
Build beats with 16 drum pads!
- VOICE FX**
Epic voice effects & auto-tune!
- LIGHT SHOW**
Lights dance to your sound!
- RECORD & LOOP**
Record, loop and layer your sounds!

BUILD THE BAND. UNLEASH THE POWER!



- REAL WORKING LIGHTS**
Stage-ready effects!
- EPIC SOUNDS**
High-quality music & FX!
- BATTLE MODE**
Compete. Perform. Win!
- CONNECT & PLAY**
Sync gear & bandmates!

CONNECT.
CREATE.
ROCK THE
WORLD!



SCAN TO
HEAR THE
ANUROCKI!!



GOOD GUYS.
GREAT MUSIC.



BUILD. PLAY. PERFORM. TOGETHER.
MORE THAN TOYS. WE ARE ANUROCKI.



MORE VILLAINS.
MORE MUSIC.
MORE POWER.

The Merchandising Ecosystem



The Good Guys (Build the Stage): Premium articulated figures of The Anurocki, paired with the flagship Blaster Bus vehicle. Modular stage pieces light up and sync to create the ultimate concert playset.



The Bad Guys (Collect the Bad): Blister-packed villain figures (Lord Reverb, Auto-Tonix, Krevin). Each figure is categorised by its unique 'Sound Power' stats (Fear, Control, Manipulation).

Interactive Integration: Toy packaging features scannable elements that unlock digital sounds, viral YouTube clips, and in-universe lore.

MERCHANDISING: COLLECT THE BAD. BUILD THE EMPIRE.



The Villains (Action Figures):
Each figure possesses unique "Sound Powers" (e.g., Fear & Distortion, Control & Suppression).

Scan QR codes to unleash digital chaos.



1
Lord Reverb's Echo Chamber:
A 25+ piece recording fortress playset. Features real working lights, trap doors, and effect racks.

2
The Ecosystem Hook:
The Echo Chamber physically connects to the Anurocki Stage to build the ultimate, interactive Band Empire.

LORD REVERB'S
THE ECHO CHAMBER

6+

LORD REVERB'S THE ECHO CHAMBER

COMMAND. CREATE. CONTROL THE NOISE.

OVER **25**
PIECES!

1 **THE CONTROL ROOM**

Record. Remix. Rule.



2 **THE VOCAL BOOTH**

Isolate and
perfect your
sound.



3 **THE EFFECT RACKS**

Shape your sound
with thousands of
possibilities.



4 **THE REVERB ELEVATOR**

Reach new levels
of creativity.



5 **THE SECRET TRAP DOOR**

Some sounds should
stay hidden.



WARNING:
CHOKING HAZARD – Small parts.
Not for children under 3 years.

EPIC FEATURES!



WORKING
LIGHTS!



REAL
SOUNDS!



MOVING
PARTS!



MULTIPLE
SCREENS!



HIDDEN
PASSAGES!

CONNECT & CREATE!

CONNECT TO THE
ANUROCKI STAGE
(SOLD SEPARATELY)
TO BUILD THE ULTIMATE
BAND EMPIRE!



SCAN TO HEAR
LORD REVERB'S
ECHO CHAMBER!

THE ULTIMATE RECORDING FORTRESS
FOR A TRUE RULER OF NOISE!

- REAL WORKING LIGHTS!
- EPIC SOUNDS & FX!
- MOVING ELEVATOR!
- SECRET TRAP DOOR!
- CONNECT TO ANUROCKI STAGE!

REVERB IS ETERNAL



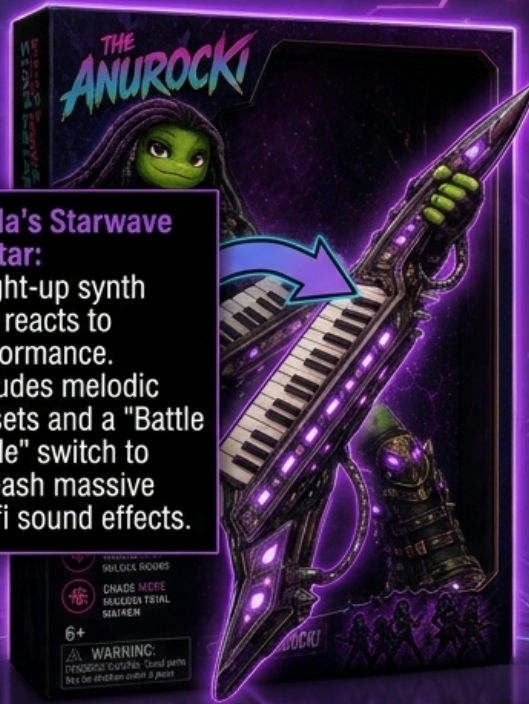


Interactive Roleplay: Play the Noise

Vox Power Mic:
Features voice distortion, echo modes, and a dedicated "crowd control" button to trigger cheers and stadium chants.



Keyla's Starwave Keytar:
A light-up synth that reacts to performance. Includes melodic presets and a "Battle Mode" switch to unleash massive sci-fi sound effects.



Stixi's Shockwave Drums:
Interactive drum pads that build combos with cutie hits, culminating in an explosive, light-up "Chaos Mode".



MERCHANDISING: THE AI THREAT



MUSIC BOT 5000: Bring the show's "Artificial Bandtelligence" threat into the real world as an interactive beat maker and sound engineer robot.

AI POWERED:
Smart systems help kids create and layer loops.

BEAT MAKER:
16 drum pads to build original beats.

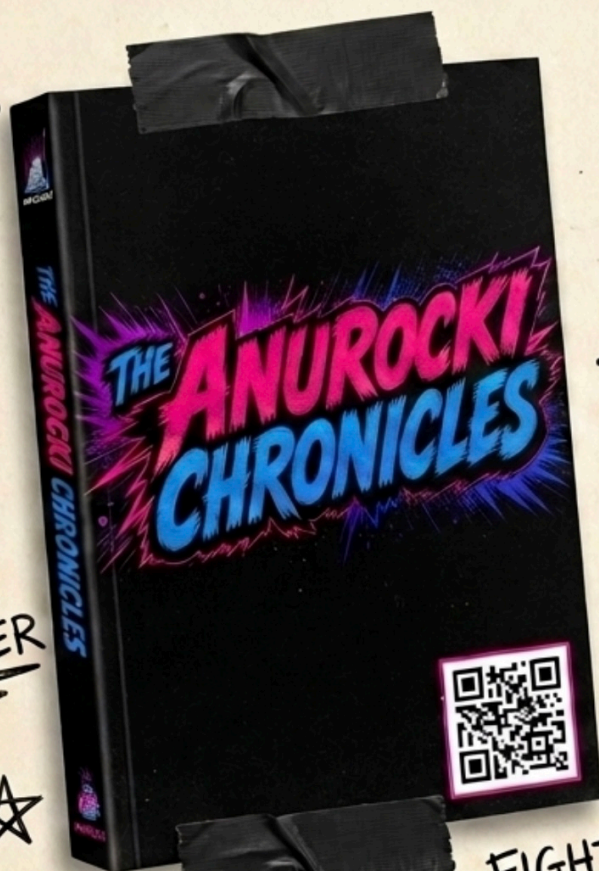
VOICE FX:
Includes a physical mic for epic vocal effects and auto-tune.

RECORD & LOOP:
Create, save, and layer original sounds with reactive light shows.

LETS GET GALACTIC! ☆

☆ PUNK ROCK FOREVER

EXPANDING THE UNIVERSE: THE 'CRASH! JAM! SAVE THE BOOKS!' PUBLISHING INITIATIVE



THE CONCEPT: A multi-book arc where The Anurocki fight to save human imagination.

THE VILLAINS: Facing off against The Camera King (destroying libraries) and The Producer (erasing the alphabet to force consumption of cheap movies).

THE WEAPON: Keyla composes a song built from every chord to reignite humanity's memory of the alphabet.

INTERACTIVE READING: QR codes scattered throughout physical books link directly to exclusive YouTube music videos, blurring the line between reading and listening.

FIGHT THE POWER!

FIGHT THE POWER!

THE REBELLION IS REAL.

In the show: The Anurocki fight massive corporate systems trying to manufacture “perfect” artificial music.

In the real world: Kids are starved for authenticity. They reject sterile, algorithm-driven content.

By celebrating the loud, the weird, and the imperfect, Crash! Jam! builds an unshakeable bond with its audience—fueling an ecosystem no algorithm could ever replicate.

WELCOME TO
THE WILDEST TOUR
IN THE GALAXY.



Crash Jam! Save the World!
isn't just a cartoon.
It's a scalable entertainment
franchise built to dominate
screens, streaming
platforms, and toy aisles.
Get ready for the wildest
tour in the galaxy.



REVERB SLICKS!

CRASH!
JAM!
SAVE THE WORLD!

The title is rendered in a highly stylized, 3D blocky font. 'CRASH!' is in yellow with a green outline, 'JAM!' is in pink with a purple outline, and 'SAVE THE WORLD!' is in blue with a dark blue outline. The letters have a distressed, cracked texture. The background is a dark, stylized cityscape at night with glowing windows. Numerous small, dark, cube-like objects are floating in the air, some with motion blur lines trailing behind them, suggesting they are falling or flying. Bright, colorful energy bursts or lightning bolts emanate from behind the letters, adding to the dynamic feel.

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