



CRASH! JAM! SAVE THE WORLD!

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

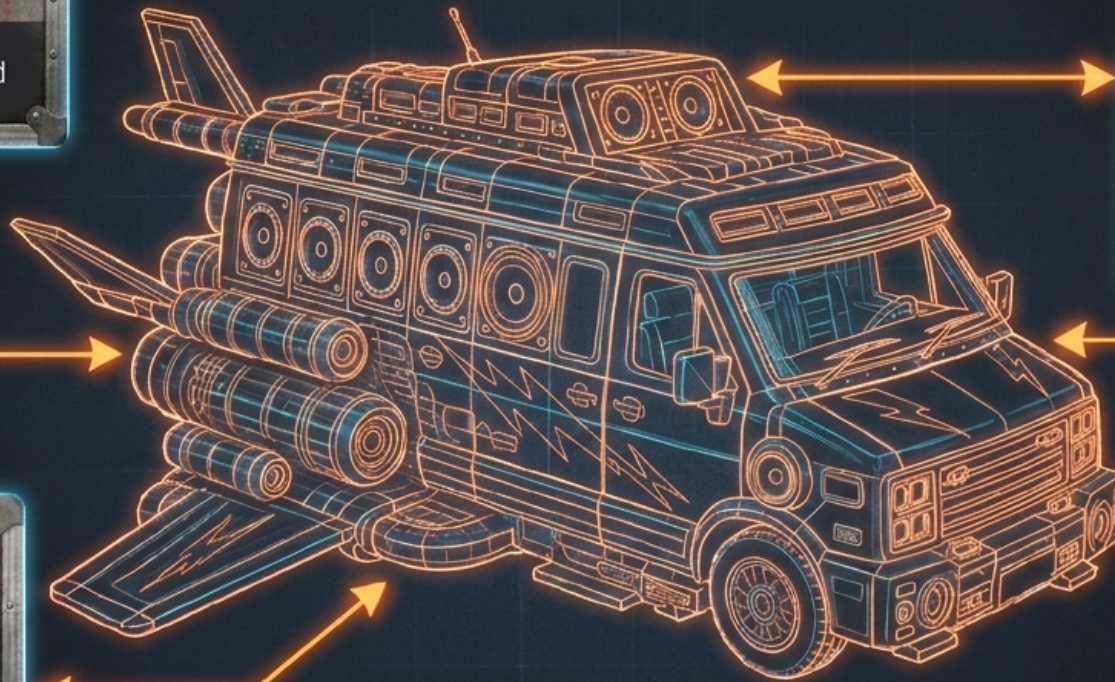
A modular, deployable speaker array capable of blasting out-of-this-world frequencies.

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.



Rnops

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 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. Which 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 centre 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.

EPISODE TWO JAM

CRASH JAM! SAVE THE WORLD! — EP #2

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 centre 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.

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.

ART STYLE

THEY DON'T JUST PLAY MUSIC.
THEY BRING THE NOISE.



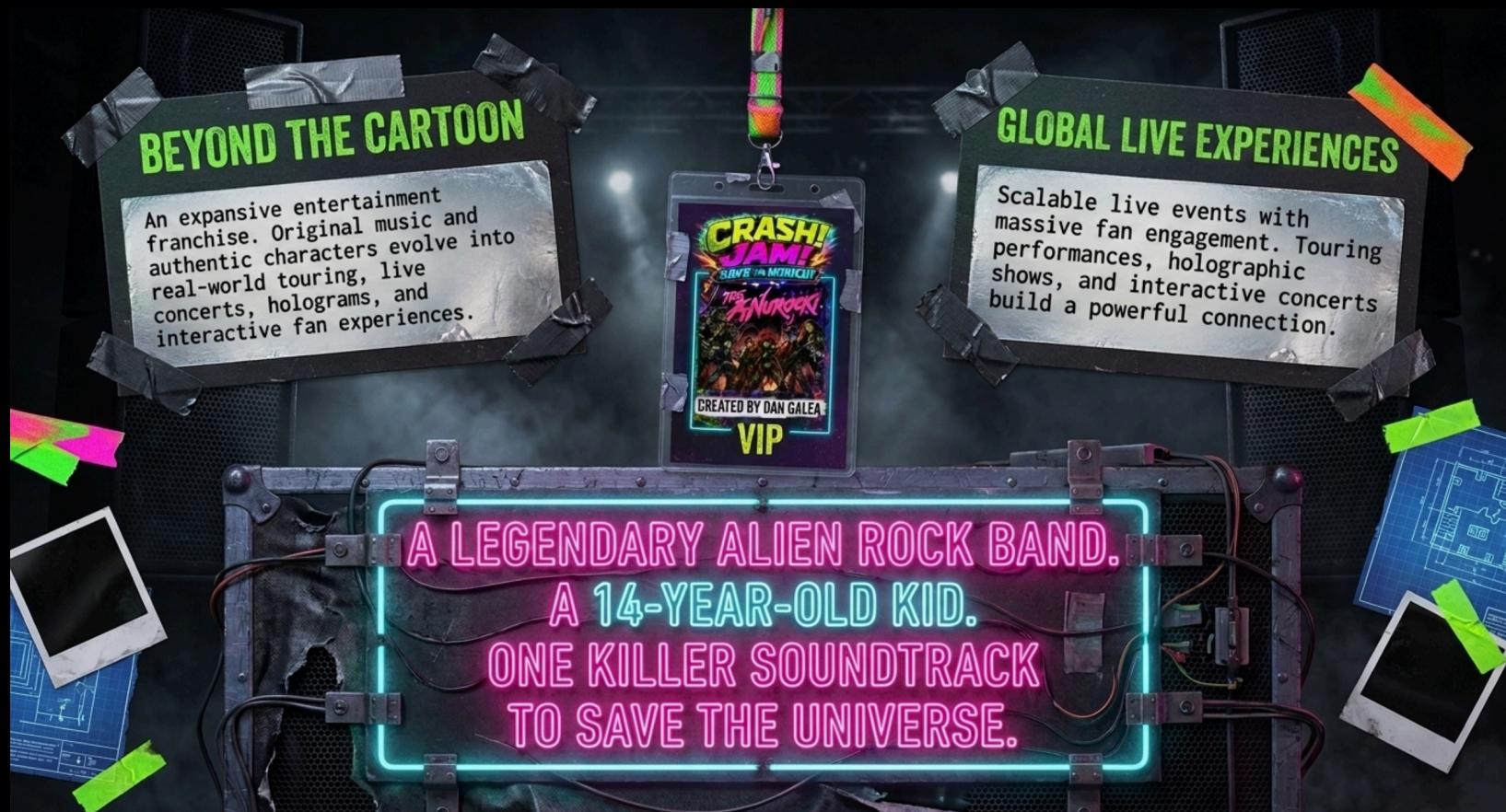
THE WORLD'S IN TROUBLE.
THEY'RE IN CHARGE.



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.



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

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.



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.





CRASH! JAM! SAVE THE WORLD!



A legendary alien rock band. A 14-year-old Earth kid.
One killer soundtrack to save the universe.
Created by Dan Galea.



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

VENUE
21
JAM
ANNI-CAN 3 OHMPS

ARE SAFER IN ANY
80
ST
VENUE

OUTSIDERS. MISFITS.
BAND TOGETHER.

THE ANUROCKI
COLLECT THEM ALL!



ANUROCKI

UNLEASH THE POWER OF MUSIC!



OVER
20
PIECES!
LIGHTS! SOUNDS! MUSIC!

+ MORE GEAR!

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.



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!

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!



ANUROCKI LIVE STAGE

6+

ANUROCKI LIVE STAGE

**BRING THE NOISE!
LIGHTS! SOUNDS!
MUSIC!**

OVER **20** PIECES!

REAL WORKING LIGHTS!

EPIC SOUNDS!

CONNECT TO THE **ANUROCKI NEST!**



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

★ **FOR USE WITH THE ANUROCKI BAND FIGURES!**

FIGURES SOLD SEPARATELY.

SCAN TO HEAR THE ANUROCKI!

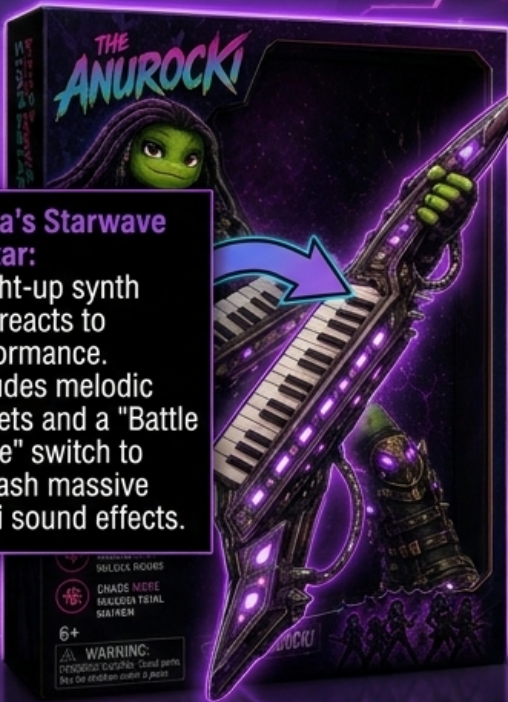


6+


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 cutive 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.



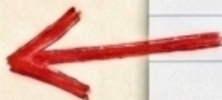
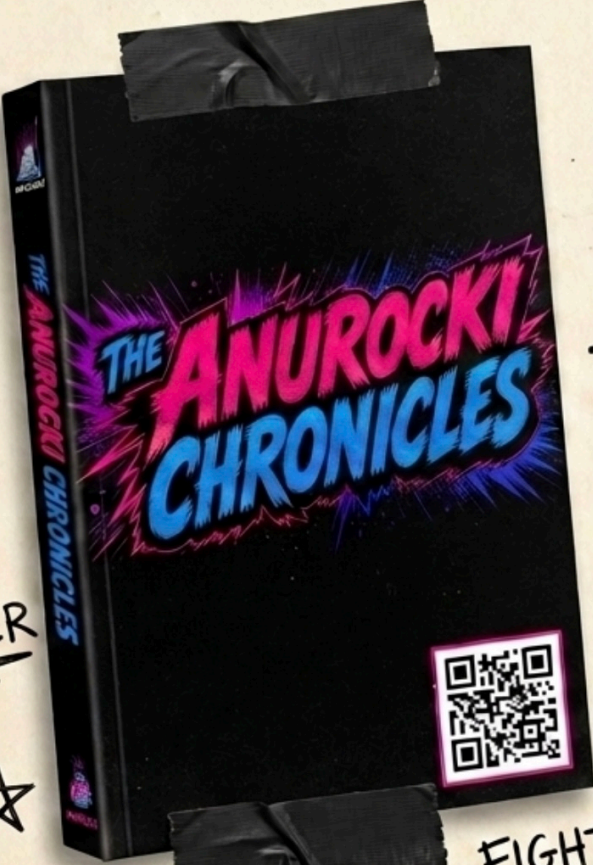
LETS GET GALACTIC! ☆



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!



PUNK ROCK FOREVER



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.

**AUTHENTIC MUSIC. UNSTOPPABLE ACTION.
INFINITE SCALE.**



☆
PUNK
ROCK
FOREVER

☆☆

VIP

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
SUCKS!

REVERB SUCKS!

CRASH!

JAM!

SAVE THE WORLD!

CREATED BY
DAN GALEA