



Just The Job Studios

Earth is choked by plastic waste

Consumption is exploding.

Landfills are overflowing.

Governments are paralysed.

Adults are enfeebled by algorithms.

Kids can save us

**By embarking on an unforgettable
adventure into....**

The plastic apocalypse...

PIOMBEEZ™

A hand constructed from various pieces of trash, including plastic bottles, cans, and paper, rises from a vast landfill. The hand is positioned in the center of the frame, with its fingers spread. The background is a dark, stormy sky with lightning bolts. The ground is covered in a sea of discarded items, with several plastic bottles and other debris floating in the air around the hand.

THE LANDFILL LIVES!



The Walking Dead for Kids

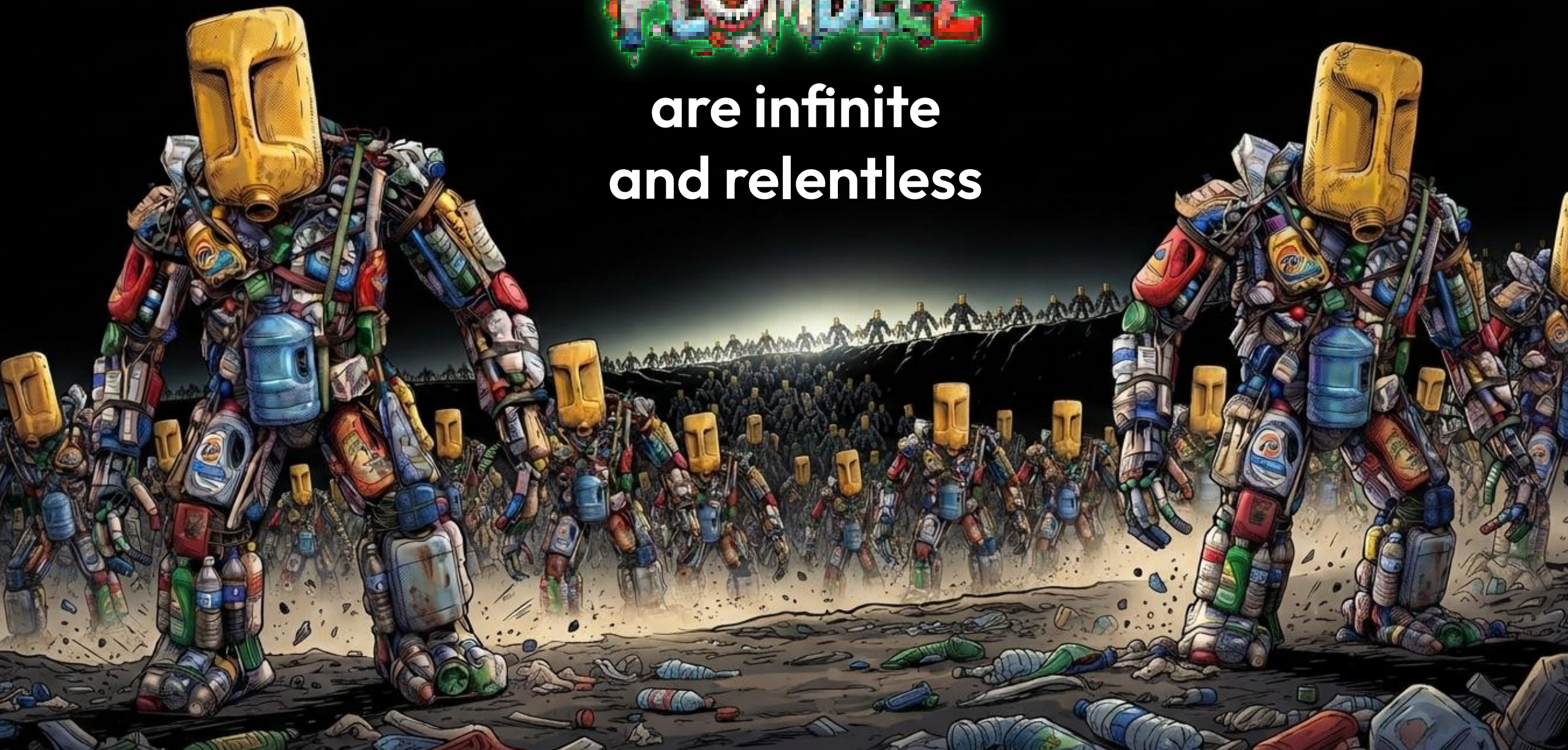


An epic, animated comedy saga where kids fight landfill monsters in the ultimate, all-too-real battle for our planet's survival.



PLOMBEEZ

are infinite
and relentless



They won't stop until they have erased all traces of organic life, transforming earth into a poisonous plastic wasteland...



CORE PLOMBEEZ LORE



PLOMBEEZ LIVE

Plombeez are fused from every type of plastic waste in existence and take infinite forms. Think 'THE THING' except with plastic. They have only one purpose: to destroy all organic life.



summons

CAN THEY REANIMATE?

Once smashed apart they will not reanimate, except if they are returned to landfill or summoned back together by MONDO Plombeez.



LANDFILL



CAN THEY BE DESTROYED?

Yes, by removing the head or if there is no obvious head by smashing the plastic apart and destroying the core.



MONDO PLOMBEEZ
SUMMONS



absorption

NOBODY DIES

Humans and animals overwhelmed by PLOMBEEZ are absorbed and disappear. To where? Can they be returned? We don't know. Yet...



MONDO PLOMBEEZ
SUMMONS



hybrid
mashup

ARE ALL PLOMBEEZ BAD?

No, not everything in landfill is plastic, and sometimes the plastic gets mixed up with other waste and creates mash up monsters, HYBRIDZ who are smart, and can be persuaded to protect organic life.

Fused from millions of tonnes of landfill waste, PLOMBEEZ take infinite, horrifying forms....

POLYMORPH

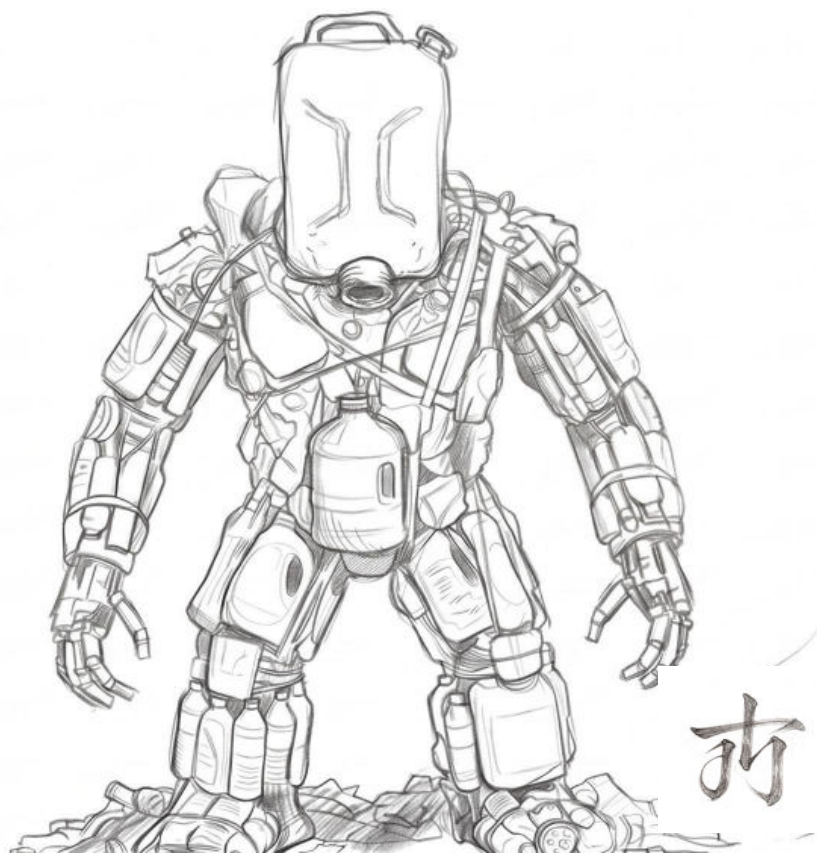
Polymorphs are the most abundant PLOMBEEZ, fused from every type of noxious plastic liquid container imaginable.

Famous for their putrid smell and appalling manners, Polymorphs brains are formed from the discarded circuit boards of simple electronics, so some behave like toasters and some like hair straighteners. The most dangerous are the ones with digital clocks for brains as they're never late.





POLYMORPH



CAGHOULS

Fused from uncountable discarded plastic ponchos, Caghoul's congregates in swarms called 'festivals'. They can fly at incredible speeds in any weather, especially rain.

Like the humans that used them once and threw them away, Caghoul's don't have any brains so they can be easily destroyed by screwing them up and stamping on them.



PLOMBEEZ

CAGHOULS



CHOP STYX

No matter what time of day you stumble upon them, Chop Styx are always hungry.

Melded from literally trillions of pairs of oriental plastic cutlery, they are awkward little critters that are difficult to handle and can not be mastered easily.

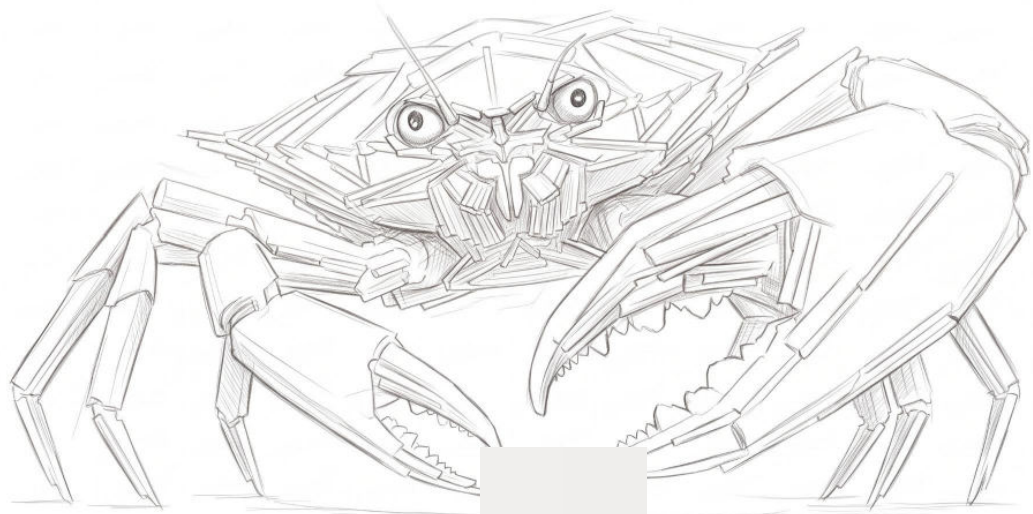
The best way to kill them is by snapping them in half.





GHOP

STYX

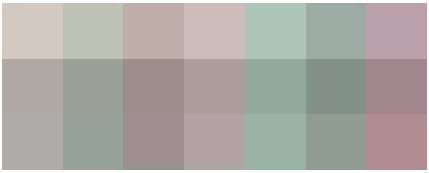


BUBBLE RAPTOR

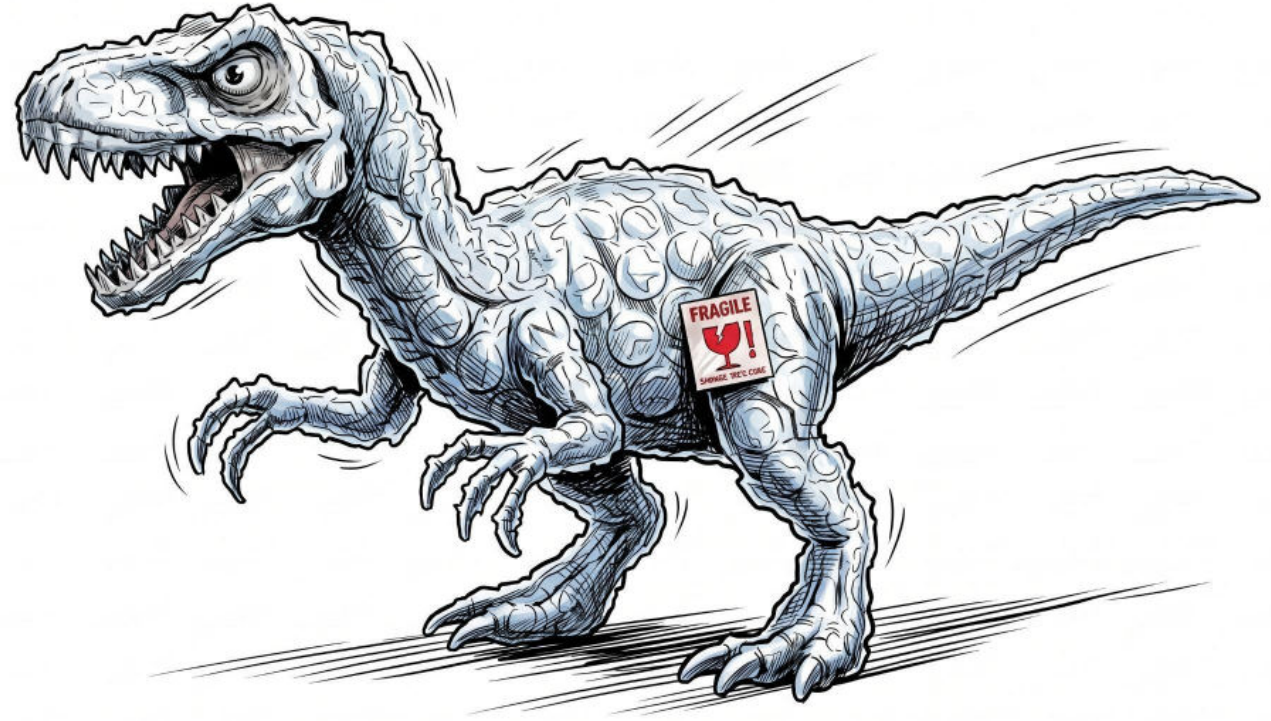
They say good things come in packages but these snappy little varmints came in packages and there's nothing good about them.

While their popping sound makes them easy to hear on approach, they will survive until their last bubble is popped so are notoriously difficult to destroy.





BUBBLE RAPTOR



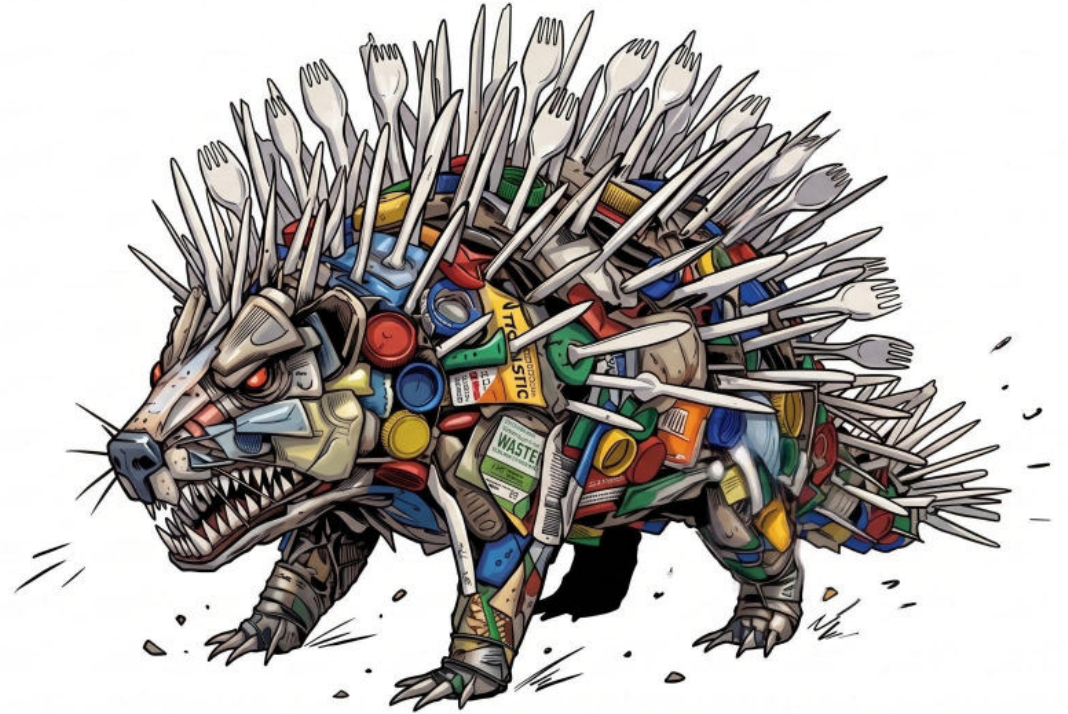
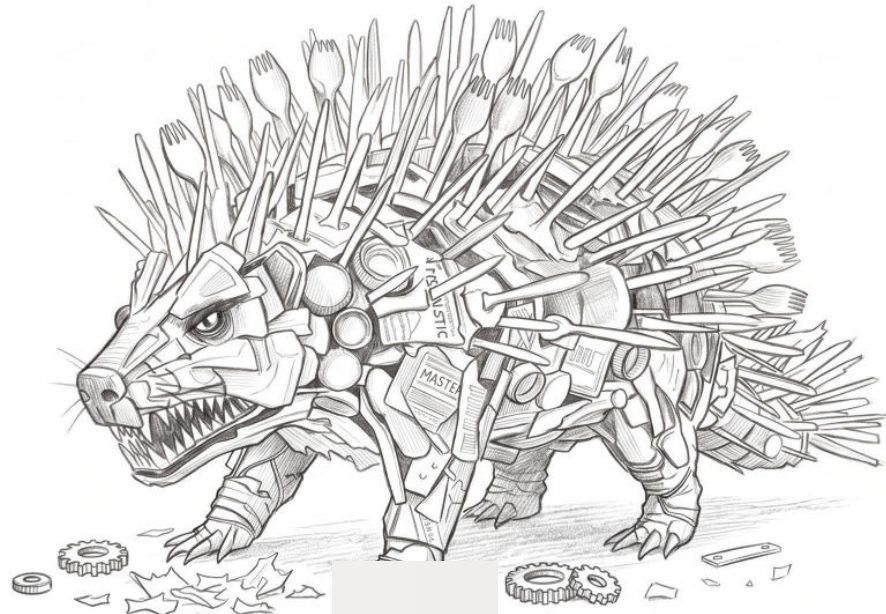
SPORKUPINE

Natural enemy of Chop Styx for obvious reasons, Sporkupines are ill-tempered little monsters who can make you very sorry you trod on them by accident.

Notorious for curling up into a spiky cannon ball and launching themselves at you, Sporkupines are best despatched with cricket bats or a well placed boot up the you know where.



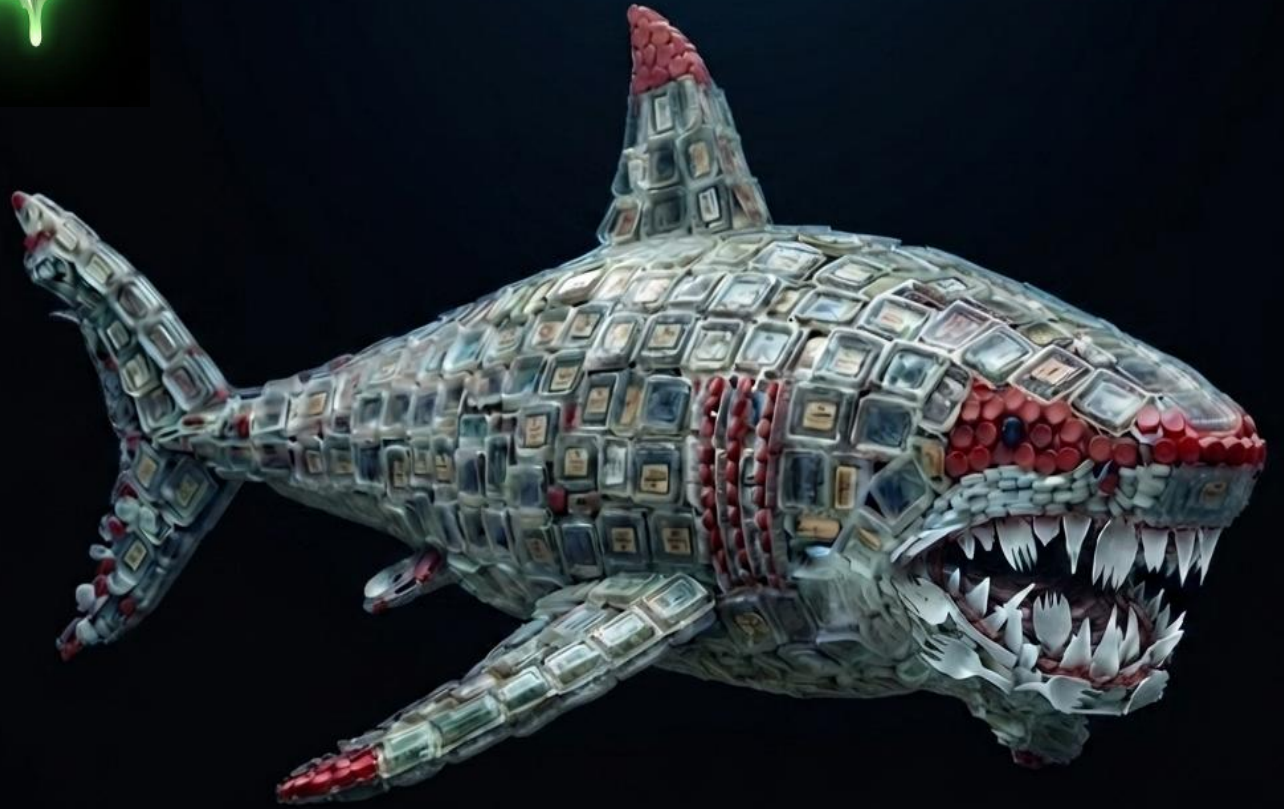
SPORKUPINE



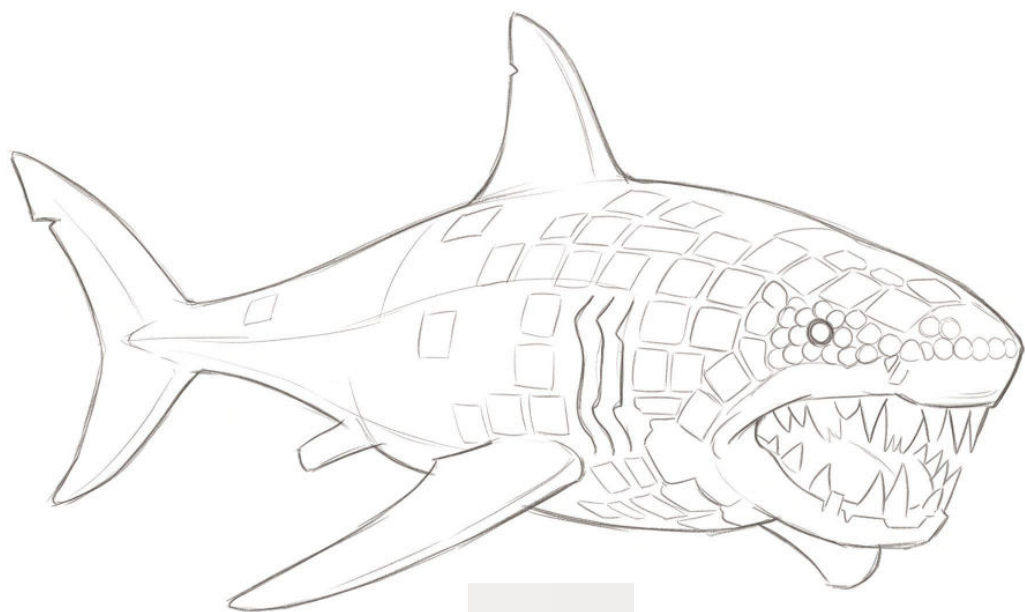
SHARKSHIMI

Sharkshimi confuse the heck out of just about everyone by being just as dangerous on land as they are in the water.

Cobbled together from oceans of Sushi packaging, they will consume just about anything organic and will not stop until smashed to pieces.



SHARKSHIMI



...and hundreds more throughout the saga.

Our borderless trading card game franchise extension will feature hundreds of different PLOMBEEZ including rare and unique variants specific to every country.

Kids can save the planet

Armed with little more than raw courage, an oddball crew of resourceful kids discover that to save the world, they have to face everything we've thrown away.





KRA-

KOOM!



It won't be easy

They have do more than just survive, they must embark on an epic quest to master mystical **KAITIAKITANGA in order to defeat the landfill hoards and restore balance to the planet.**



KAITIAKITANGA

A traditional Māori force for environmental guardianship, stewardship, and conservation.



SUE JITSU

PROTAGONIST

RELUCTANT LEADER

SUBVERSIVE REBEL

AGE: 16, HUMAN





BIO:

The team's unflinching leader, who resents the burden of leadership and quietly longs to experience normal teenage hopes and dreams.

POWER:

Her unorthodox, hybrid Jiu-Jitsu combat style seamlessly weaponises the Plombeez own stiff momentum against them.

ANCHOR:

Fiercely protective of her 10-year-old cousin, Hugo.

FLAW:

Stubbornly anti-authority and completely intolerant of fools. She uses biting, relentless sarcasm as an emotional shield to keep others at a distance.



HUGO "GLOCK"

MAIN CAST

THE HEART

UNLIKELY HERO

AGE: 10, HUMAN

DOWNS SYNDROME





BIO:

A fundamentally joyful kid who absolutely loves being part of the adventure—until things get too loud or intense. He looks up to his cousin Sue as his ultimate hero.

POWER:

He is obsessed with playing his glockenspiel, despite being hilariously bad at it. He accidentally discovers the musical instrument is a devastating war hammer capable of shattering PLOMBEEZ.

FLAW:

Startled and terrified easily, he relies on Sue for emotional ground control when the chaos peaks.



MIDGE FRAGNETS

MAIN CAST

THE FAUX GENIUS

AGE: 15, HUMAN





BIO:

Profoundly dyslexic but possesses a hyper-focused talent for retaining obscure facts, figures and collecting useless trinkets.

POWER:

The team relies on him as the "brains" and "science expert" due to his unwavering academic confidence. In reality, he knows very little and makes it all up as he goes along.

FLAW:

His crackpot theories and bogus action plans regularly backfire, landing the squad in much deeper trouble than they were in before he "helped."



SNEEZE LOUISE

MAIN CAST

WILD CARD

LIVING WEAPON

AGE: 9, HUMAN





BIO:

An orphan survivor, she lived in foster care before the plastic apocalypse and now operates like a ghostly shadow.

POWER:

Flips in a split second from quiet angel to a terrifying fighter. Her explosive sneezes act as a localised sonic weapon, releasing a shockwave that disintegrates all PLOMBEEZ in a close radius.

FLAW:

She doesn't speak much which makes her unpredictable and difficult for the team to coordinate with. She is a high-risk, emergency "reset button."



PADUP SINGH

MAIN CAST

THE OPTIMIST

CRICKET EXPERT

AGE: 14, HUMAN





BIO:

A high-energy teenager completely obsessed with T20 cricket and Bollywood dance numbers, Padup treats the entire plastic apocalypse like a high-stakes, final-over cricket match.

POWER:

Uses his full arsenal of cricket equipment to fight PLOMBEEZ. He seamlessly blends Bollywood dancing choreography into his fluid, athletic combat footwork.

FLAW:

He is relentlessly cheerful and cracks jokes in the face of incredible adversity. His refusal to take the end of the world seriously can sometimes border on dangerous recklessness.

And so it begins....

Embarking on an epic quest to save the planet, our core heroes encounter, befriend, and are hunted by an endless universe of wild and wacky characters.

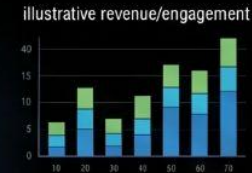
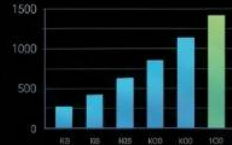
PLOMBEEZ appeals to the whole family by combining slapstick, kid-friendly humour with wacky characters and incisive, satirical commentary on real-world issues that parents and children can enjoy together.



A FULLY-FORMED 360° FRANCHISE UNIVERSE



MULTI-SEASON ANIMATED TV SERIES
Strategic Narrative, Global Broadcast



PLAYGROUND ACTIVATION
Physical Engagement, Experiential Learning

COMIC BOOK / GRAPHIC NOVEL EXTENDED UNIVERSE
Deep Lore, Character Backstories



100% BIODEGRADABLE MERCHANDISE
Eco-Conscious Brand, Sustainable Products



VIDEO GAMES
Diverse Genres, Platform Integration



TRADING CARD GAME
Deck Building, Tournament Play



INTERACTIVE ONLINE HUB
Community, Quests, Rewards



MOVIE ADAPTATION
Blockbuster Event, New Audience Reach

MULTI-SEASON ANIMATED TV SERIES



LIVE ACTION MOVIE



COMIC BOOKS / GRAPHIC NOVELS



VIDEO GAMES



100% BIODEGRADABLE TRADING CARD GAME



100% BIODEGRADABLE COLLECTABLES



PLOMBEEZ.COM



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PlombeeZ Scavenger!

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Catch up on the latest adventures
from the wasteland!

STREAM EPISODES

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Read the origin story of
the Plastic Apocalypse!

BUY COMICS

ORDER MERCHANDISE



Wear your colors,
scavenge in style!

SHOP GEAR

ORDER TRADING CARDS



Build your collection and
trade with others!

GET PACKS

FORMAT

Multi-Season Animated Series (52 x 11 min)

PLUS Feature Film



MULTI-TARGET AGE GROUP

Kids 8+, Tweens & Teens (Action-Comedy)



GENRE

Epic Action-Comedy / Eco-Critical Adventure



STATUS

Bible – Lore Locked / Initial Scripts Completed



SEEKING

Broadcasters

Production Partners

Distributors



**If we make saving the planet fun,
it might actually happen....**

药



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