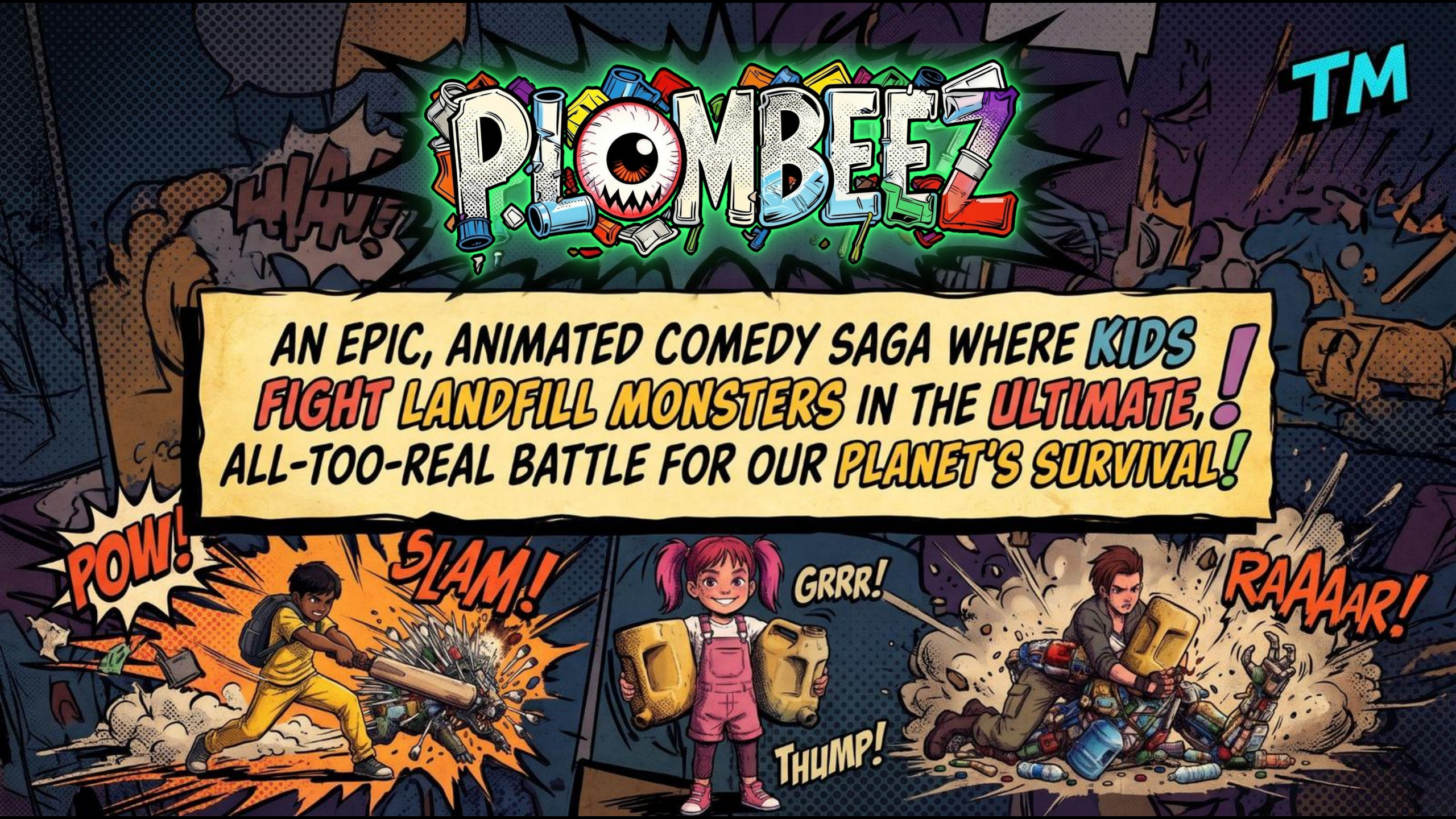


Just The Job Studios


75¢
No. 1 OCT
P.LOMBEEZ
FRANCHISE BIBLE
THE WALKING DEAD FOR KIDS!
60¢
No. 2 OCT
60¢
No. 3 OCT
RISE OF THE SCRAP!
TRASH TTACK!


PLOMBEEZ
TM
HIA!
AN EPIC, ANIMATED COMEDY SAGA WHERE KIDS FIGHT LANDFILL MONSTERS IN THE ULTIMATE, ALL-TOO-REAL BATTLE FOR OUR PLANET'S SURVIVAL!
POW!
SLAM!
GRRR!
THUMP!
RAAAAR!


PLASTIC
Apocalypse Now


KRA-KOOM!
SMASH!
ZAP
CRASH!
THWACK!
THWACK!
TIME TO TAKE OUT THE TRASH!

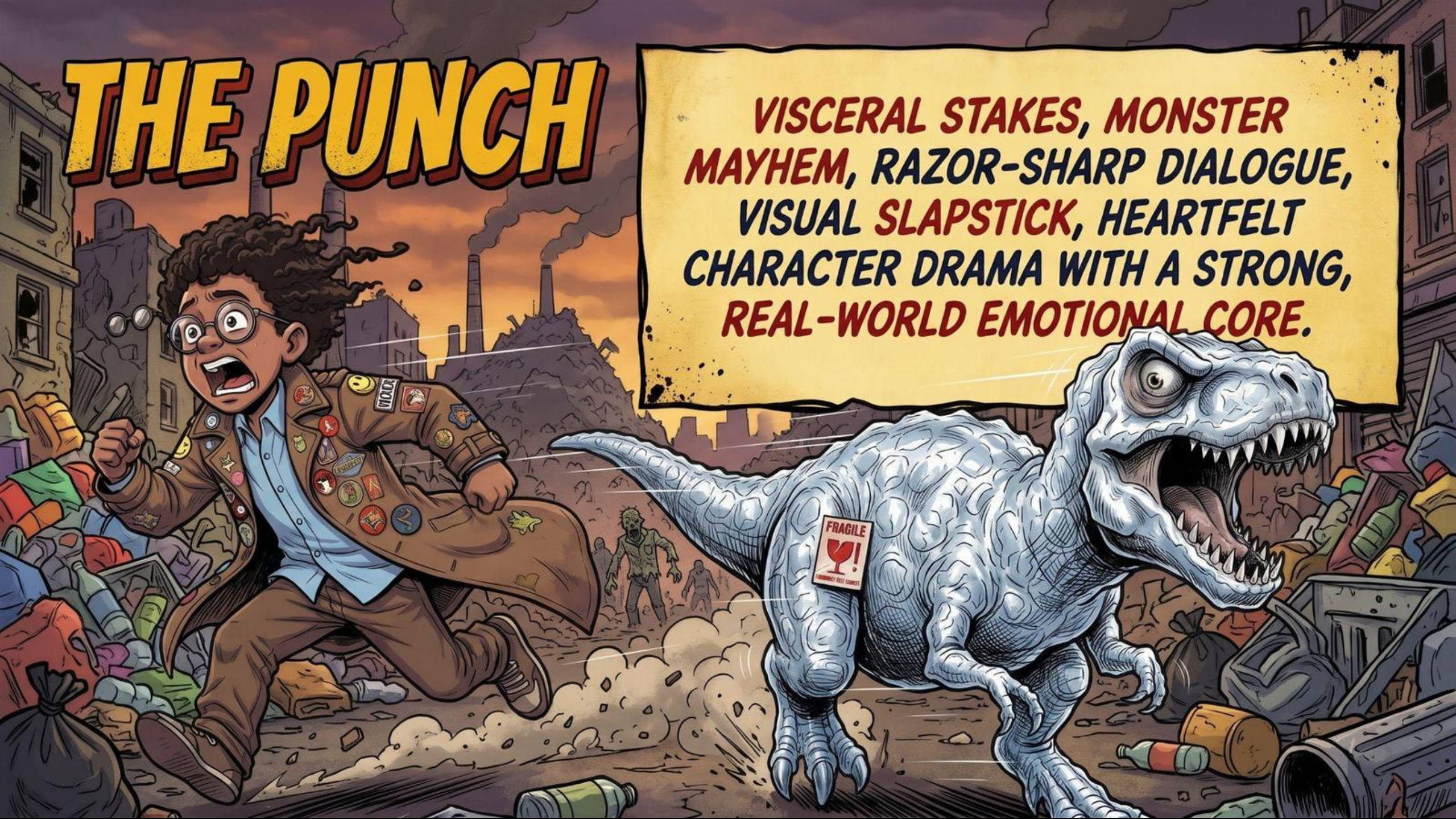
CORE AUDIENCE

KIDS 7-10

(AND EVERYONE LOOKING OVER THEIR SHOULDERS)




DNA
KOOM!
THE WALKING DEAD MEETS GHOSTBUSTERS, THE THING
AND TMNT WITH WITH LUCASIAN MYTHOLOGY LACED
WITH A LITTLE DOUGLAS ADAMS AND GUY RITCHIE


THE PUNCH
VISCERAL STAKES, MONSTER MAYHEM, RAZOR-SHARP DIALOGUE, VISUAL SLAPSTICK, HEARTFELT CHARACTER DRAMA WITH A STRONG, REAL-WORLD EMOTIONAL CORE.
FRAGILE


UNIVERSAL FRANCHISE ALLEGORY
BURYING PROBLEMS DOESN'T MAKE THEM GO AWAY,
IT ALLOWS THEM TO MUTATE, CONSUME AND DESTROY.
ONLY BY CONFRONTING THEM HEAD-ON CAN WE START TO HEAL.
THUMP!


THE EMOTIONAL CORE
ALL OUR HEROES HAVE A BURIED SECRET, ONLY BY CONFRONTING THEM TOGETHER CAN THEY UNLEASH THEIR POWER TO SAVE THE PLANET.

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.*

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

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.

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.


NOBODY DIES
When animals or humans are overwhelmed by Plombeez they are absorbed and disappear. They are not dead; they are trapped in stasis inside a subterranean layer of landfill sludge. Reversing the plastic apocalypse is a desperate rescue mission for everyone humanity has lost.


FRANCHISE FORCE:
KAITEAKITANGA


KAITIAKITANGA
THE CORE PHILOSOPHY:
Plombeez exist because buried plastic became more powerful than earth's natural lifeforce. Kaitiakitanga is the invisible force of nature.
THE EMOTIONAL CURRENCY:
Kids can't channel Kaitiakitanga while living a lie. Only by embracing their true selves and working as a team can they redirect synthetic energy back on itself and reverse the plastic apocalypse.

FIRST THREE SEASONS EPISODIC STRUCTURE

1

The Landfill Lives

The initial outbreak. The group learns how to survive on the run while pretending they are totally fine. Climax: The collapse of Sue's tactical plans reveals her buried mistake, forcing the crew to abandon their - masks to survive their first encounter with an ancient Mondo Plombeez.

2

The Waste Land

Echoing *The Walking Dead*, the kids encounter other kids survivor factions: eco-cultists, warlord scrap-barons, and underground bunkers. The kids must act as moral compasses, proving that community resilience cannot be be built on buried secrets or authoritarian control.

3

Rise of the Fax Machines

A full offensive into the Great Landfill Core to reach the absorbed populations. The kids uncover the true genesis of the Plombeez but can they initiate global re-stabilization through community-wide Kaitiakitanga?



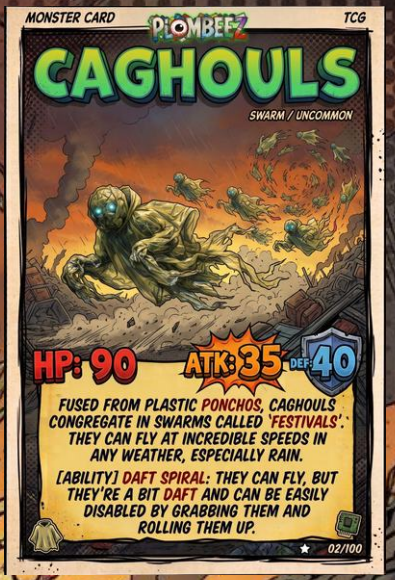

THE LANDFILL LIVES!
FUSED FROM MILLIONS OF TONNES OF LANDFILL WASTE,
PLOMBEEZ TAKE INFINITE, HORRIFYING FORMS....

POLYMORPH



FAMOUS FOR THEIR PUTRID SMELL AND APPALLING MANNERS, POLYMORPH 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.

CAGHOULS



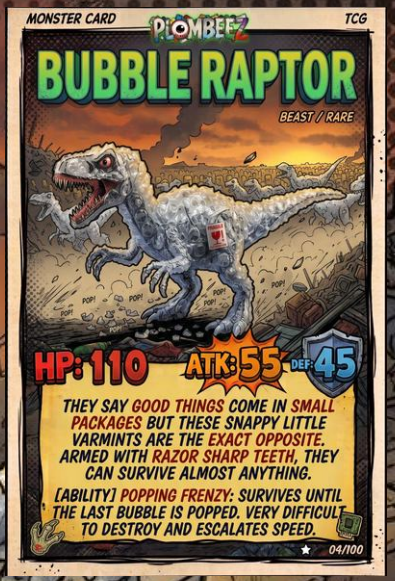
FUSED FROM PLASTIC PONCHOS, CAGHOULS CONGREGATE IN SWARMS CALLED 'FESTIVALS'. THEY CAN FLY AT INCREDIBLE SPEEDS IN ANY WEATHER, ESPECIALLY RAIN. CAGHOULS CAN FLY, BUT THEY'RE A BIT DAFT, AND CAN BE EASILY DISABLED BY GRABBING THEM AND ROLLING THEM UP INTO THEMSELVES.

CHOP STYX



NO MATTER WHAT TIME OF DAY YOU STUMBLE UPON THEM, CHOP STYX ARE ALWAYS HUNGRY. THEY'RE MELDED FROM TRILLIONS OF PAIRS OF ORIENTAL CUTLERY, THESE AWKWARD CRITTERS ARE UNPREDICTABLE, MESSY, AND DIFFICULT TO HANDLE. THE BEST WAY TO KILL THEM IS BY SNAPPING THEM IN HALF.

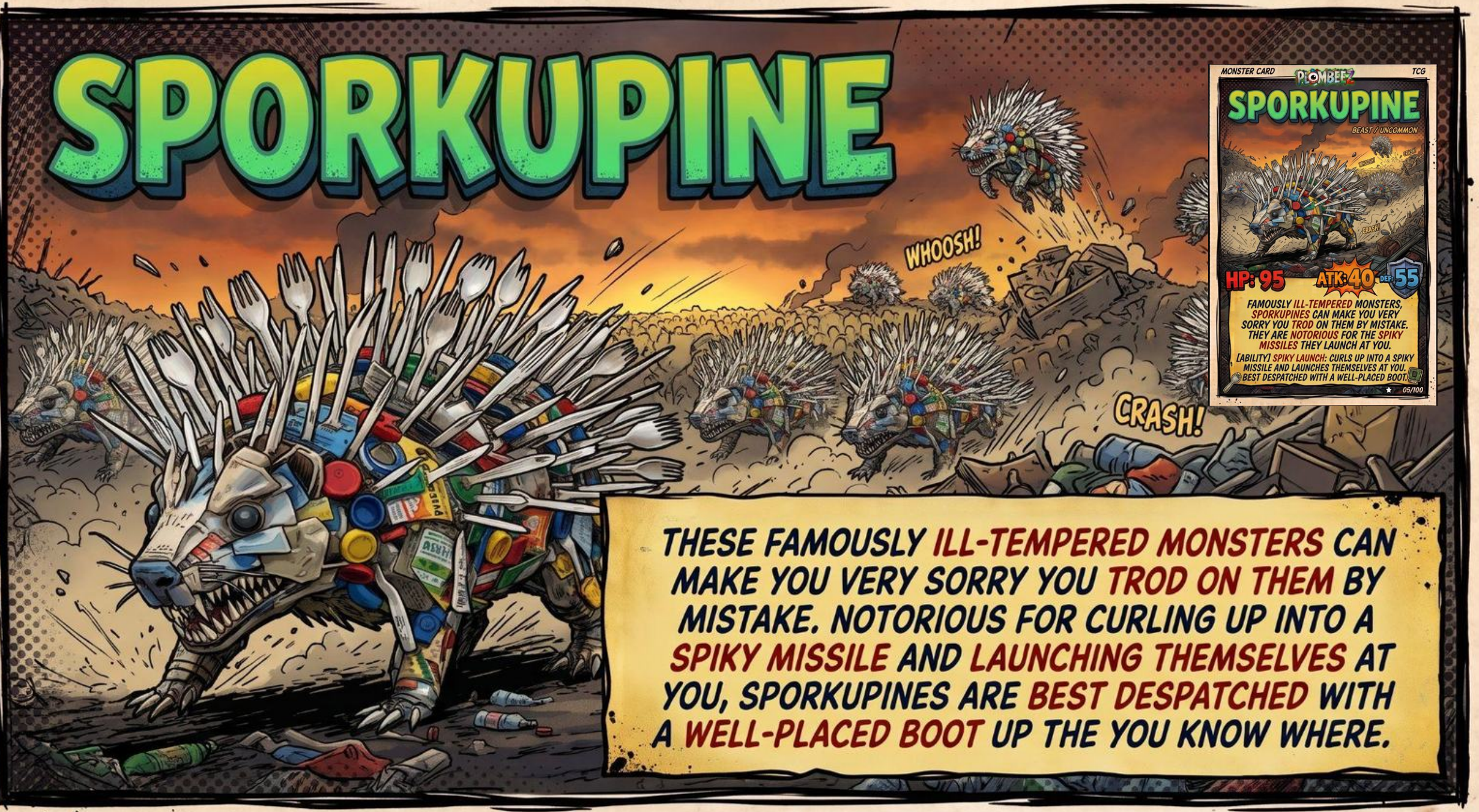
BUBBLE RAPTOR



THEY SAY GOOD THINGS COME IN SMALL PACKAGES
BUT THESE SNAPPY LITTLE VARMINTS CAME IN
PACKAGES AND THERE'S NOTHING GOOD ABOUT THEM.

ARMED WITH RAZOR SHARP TEETH, THEY CAN SURVIVE UNTIL
THE LAST BUBBLE IS POPPED SO ARE DIFFICULT TO DESTROY.

SPORKUPINE



MONSTER CARD PLOMBEEZ TCG

SPORKUPINE

BEAST / UNCOMMON

HP: 95 ATK: 40 DEF: 55

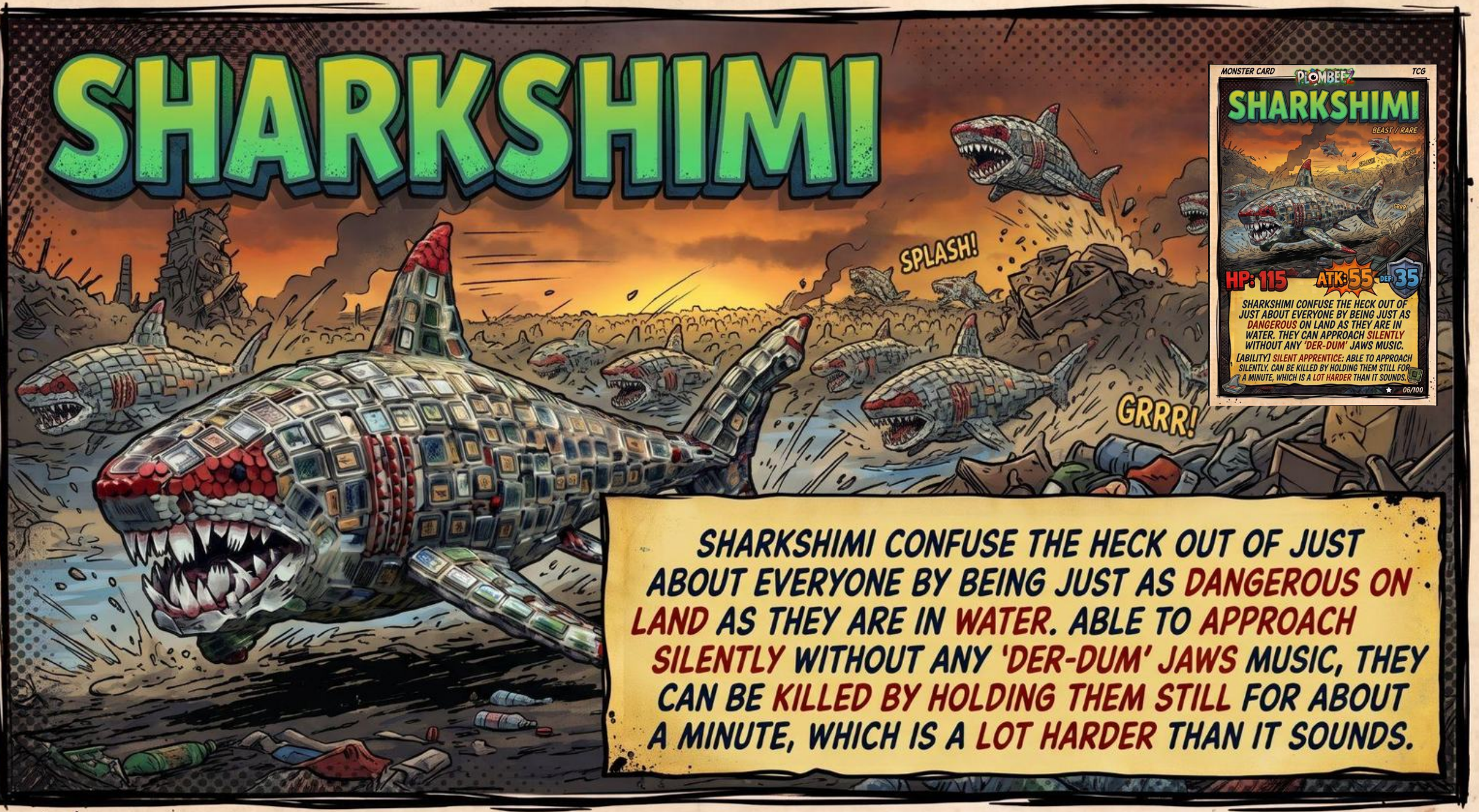
FAMOUSLY ILL-TEMPERED MONSTERS, SPORKUPINES CAN MAKE YOU VERY SORRY YOU TROD ON THEM BY MISTAKE. THEY ARE NOTORIOUS FOR THE SPIKY MISSILES THEY LAUNCH AT YOU.

[ABILITY] SPIKY LAUNCH: CURLS UP INTO A SPIKY MISSILE AND LAUNCHES THEMSELVES AT YOU. BEST DESPATCHED WITH A WELL-PLACED BOOT.

★ 05/100

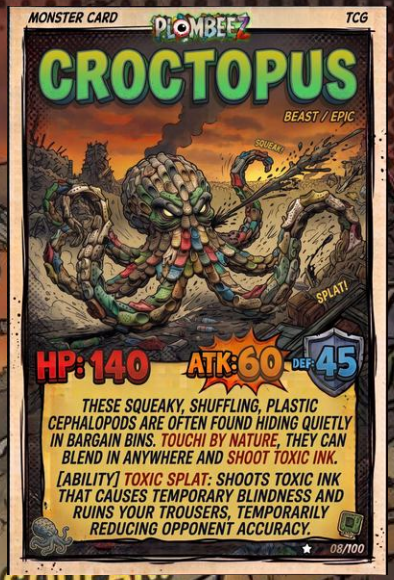
THESE FAMOUSLY ILL-TEMPERED MONSTERS CAN MAKE YOU VERY SORRY YOU TROD ON THEM BY MISTAKE. NOTORIOUS FOR CURLING UP INTO A SPIKY MISSILE AND LAUNCHING THEMSELVES AT YOU, SPORKUPINES ARE BEST DESPATCHED WITH A WELL-PLACED BOOT UP THE YOU KNOW WHERE.

SHARKSHIMI



SHARKSHIMI CONFUSE THE HECK OUT OF JUST ABOUT EVERYONE BY BEING JUST AS DANGEROUS ON LAND AS THEY ARE IN WATER. ABLE TO APPROACH SILENTLY WITHOUT ANY 'DER-DUM' JAWS MUSIC, THEY CAN BE KILLED BY HOLDING THEM STILL FOR ABOUT A MINUTE, WHICH IS A LOT HARDER THAN IT SOUNDS.

CROCTOPUS



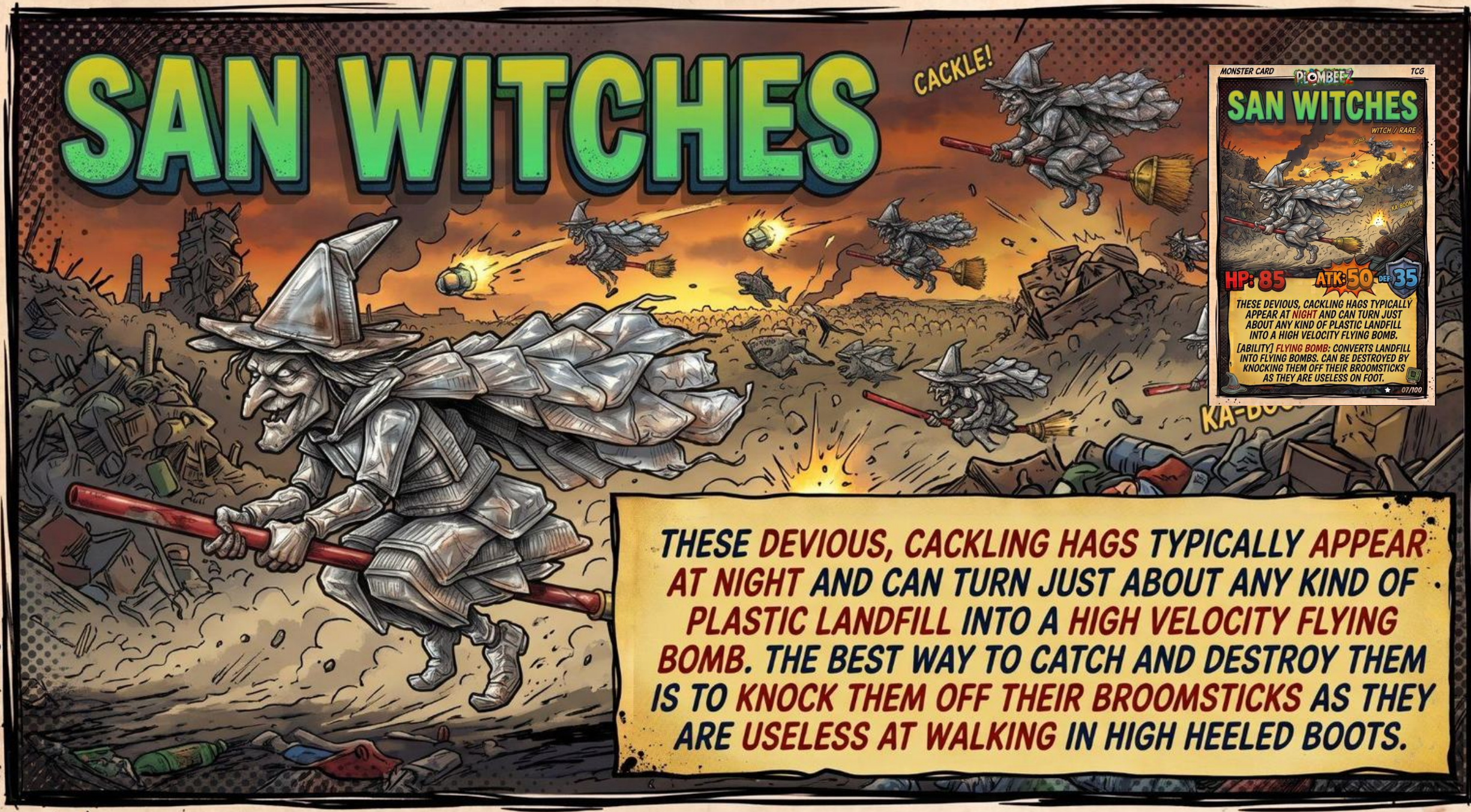
SQUEAK!

SPLAT!

THESE SQUEAKY, SHUFFLING, ALARMINGLY UNFASHIONABLE PLASTIC CEPHALOPODS ARE OFTEN FOUND HIDING QUIETLY IN BARGAIN BINS.

TOUCHY BY NATURE, THEY CAN CHANGE COLOUR TO BLEND IN ANYWHERE AND SHOOT TOXIC INK THAT CAN CAUSE TEMPORARY BLINDNESS AND RUIN YOUR TROUSERS.

SAN WITCHES



THESE DEVIOUS, CACKLING HAGS TYPICALLY APPEAR AT NIGHT AND CAN TURN JUST ABOUT ANY KIND OF PLASTIC LANDFILL INTO A HIGH VELOCITY FLYING BOMB. THE BEST WAY TO CATCH AND DESTROY THEM IS TO KNOCK THEM OFF THEIR BROOMSTICKS AS THEY ARE USELESS AT WALKING IN HIGH HEELED BOOTS.

MIKE ROPLASTIX



YOU CAN'T SEE THESE MICROSCOPIC MONSTERS WITH THE NAKED EYE SO THEY CAN EASILY GET UNDER. YOUR SKIN AND RUIN YOUR DAY FROM THE INSIDE OUT.

THE ONLY WAY TO GET RID OF THEM IS BY 'NATURAL' EXPULSION SO DRINK PLENTY OF FLUIDS OR GET YOUR HANDS ON A PARTICULARLY SPICY CURRY.

TRIKOR TREET



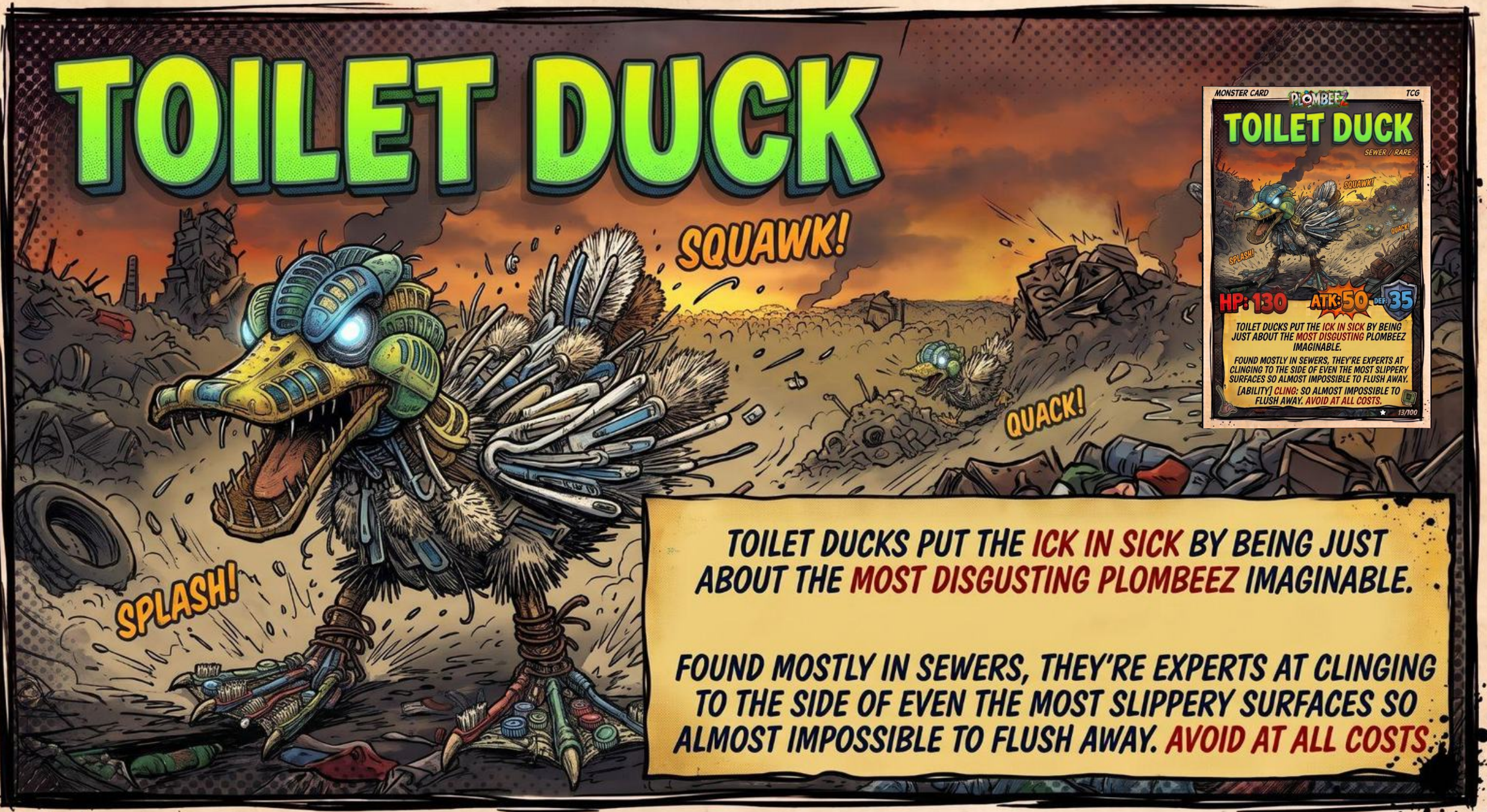
ROAR!

GRRR!

YOU DON'T NEED TO BE A GENIUS TO DEDUCE THAT MOUNTAINS OF PLASTIC TAT ONLY USEFUL FOR ONE NIGHT OF THE YEAR WAS NEVER GOING TO END WELL.

A MASH UP OF JUST ABOUT EVERY NIGHTMARE INDUCING MONSTER IMAGINABLE, THIS IS THE DANGEROUS DUDE YOU DON'T WANT TO FIND LURKING ON YOUR DOORSTEP..

TOILET DUCK



TOILET DUCKS PUT THE ICK IN SICK BY BEING JUST ABOUT THE MOST DISGUSTING PLOMBEEZ IMAGINABLE.

FOUND MOSTLY IN SEWERS, THEY'RE EXPERTS AT CLINGING TO THE SIDE OF EVEN THE MOST SLIPPERY SURFACES SO ALMOST IMPOSSIBLE TO FLUSH AWAY. AVOID AT ALL COSTS.


AND SO MANY MORE!
THERE IS NO LIMIT TO THE DIFFERENT TYPES OF PLASTIC MONSTERS WE CAN CREATE


KIDS CAN SAVE THE PLANET!

SUE JITSU

THE RELUCTANT LEADER

BURIED DEMON

SUE HIDES HER *GRIEF AND RESENTMENT* OF A STOLEN CHILDHOOD AND BEING FORCED TO *GROW UP TOO FAST*, CARRYING THE SECRET GUILT OF *WISHING SHE DIDN'T HAVE* TO LOOK AFTER HUGO.

MASK

SHE WEARS AN ARMOUR OF *TOUGH, FEARLESS GRIT*, USING RAZOR-SHARP *SARCASM* AND *HOSTILITY* TO KEEP ANYONE FROM SEEING THE *BURNT OUT KID* INSIDE.

MOTO SUMMON

ARC

SHE TRADES *BRITTLE TOUGHNESS* FOR *TEENAGE VULNERABILITY*, LEARNING THAT HUGO AND THE REST OF THE TEAM ARE QUITE CAPABLE OF *LOOKING AFTER THEMSELVES* AND HER WHEN SHE NEEDS IT.

DEMON SUMMON



HUGO 'GLOCK'

THE UNEXPECTED HERO

BURIED DEMON

HUGO IS CONVINCED HE'S THE ULTIMATE WEAK LINK, HAUNTED BY THE DREAD THAT HIS OWN LIMITATIONS WILL CAUSE THE GROUP'S DOWNFALL.

MASK

HE DESPERATELY SCRAMBLES TO LOOK INDISPENSABLE AT ALL TIMES, AND ALWAYS POINTS FINGERS AT EVERYONE ELSE WHENEVER PLANS FAIL SO NO ONE CAN TARGET HIM.



ARC

HE REALISES HAVING DOWN SYNDROME IS HIS SUPERPOWER AND TAKES HIS PLACE AS A PROUD, INDISPENSABLE EQUAL IN THE CREW.

DEMON SUMMON



PADUP

THE BEATING HEART

BURIED DEMON

Padup's *SUFFOCATING FEAR* of *WORLD-ENDING GRIEF*, he's convinced that letting the sadness in will *DESTROY* them all.

MASK

Weaponized *CHEERFULNESS*, non-stop *BANTER*, and an obsessive reliance on *CRICKET RITUALS* to dodge real feelings.



ARC

He learns that *TRUE COURAGE* doesn't mean smiling through the apocalypse, he discovers that *SHARING HIS FEAR* with his friends is more powerful in the *FIGHT TO* to *SAVE THE PLANET*.



SNEEZE LOUISE

THE SECRET WEAPON

BURIED DEMON

Deep *BODY SHAME* and *SOCIAL ALIENATION*, convinced her involuntary reactions make her a *HAZARDOUS FREAK*.

THE MASK

Cold *detachment* and *feigned innocence*, often painfully *pinching her nose* to hold back her sneezes and *hide who she is*.



THE ARC

Releasing the *SHAME* around her power to unleash *ATOMIC SNEEZES* as the squad's ultimate *SECRET weapon*.



MIDGE FRAGNETS

THE FAKE GENIUS

BURIED DEMON

Paralyzing *imposter syndrome* and the *fear* that he will be *abandoned* the second the gang realizes he's *a fraud*.

THE MASK

A rapid-fire wall of *pseudo-scientific babble, chaotic swagger*, and volatile *junk gadgets* held together by luck.



THE ARC

Dropping the *exhausting charlatan act* to discover his *real gift*: fearless, *scrappy intuition* and *genuine folk engineering*.

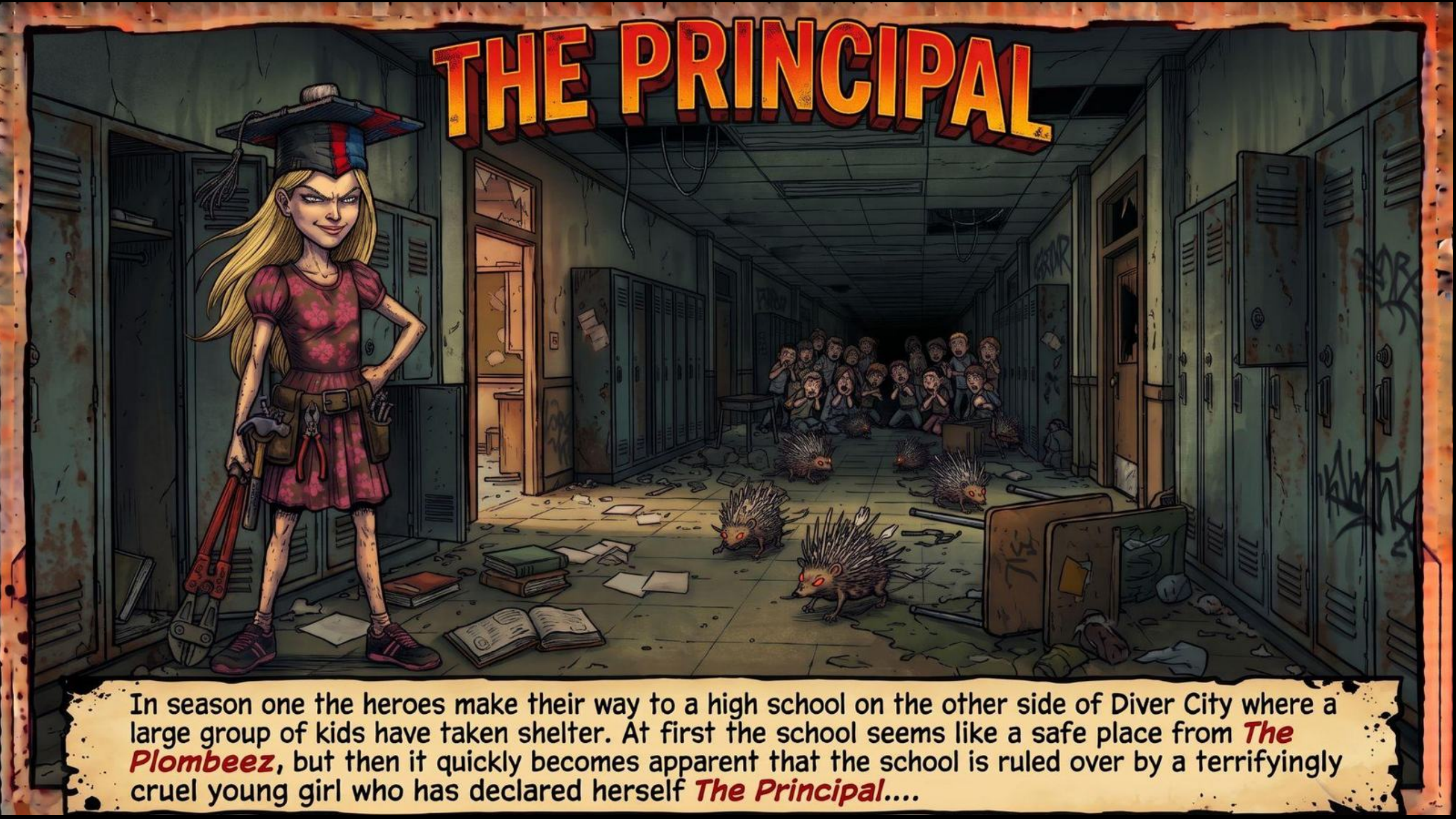



AND SO IT BEGINS!
ATCHOO!
EMBARKING ON AN EPIC QUEST TO SAVE THE PLANET, OUR CORE HEROES ENCOUNTER, BEFRIEND, AND ARE HUNTED BY AN ENDLESS UNIVERSE OF WILD AND WACKY CHARACTERS.

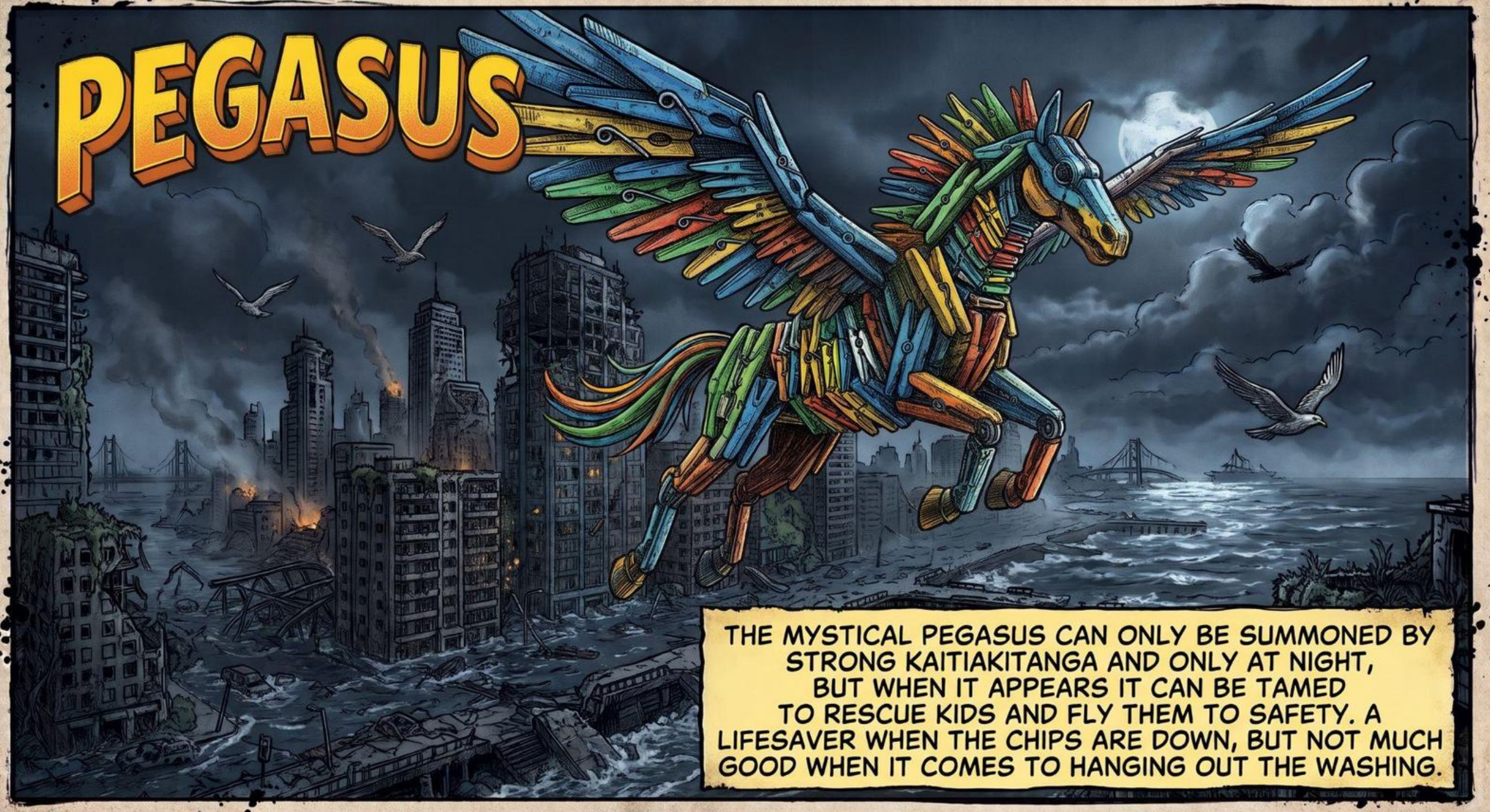


The Worriers are not just terrible at spelling, they're pretty bad at everything else including trashing **PLOMBEEZ**. Although they think of themselves as the masters of **The Plastic Apocalypse** they constantly need bailing out and rescuing and can't help but make every perilous situation they find themselves in worse.

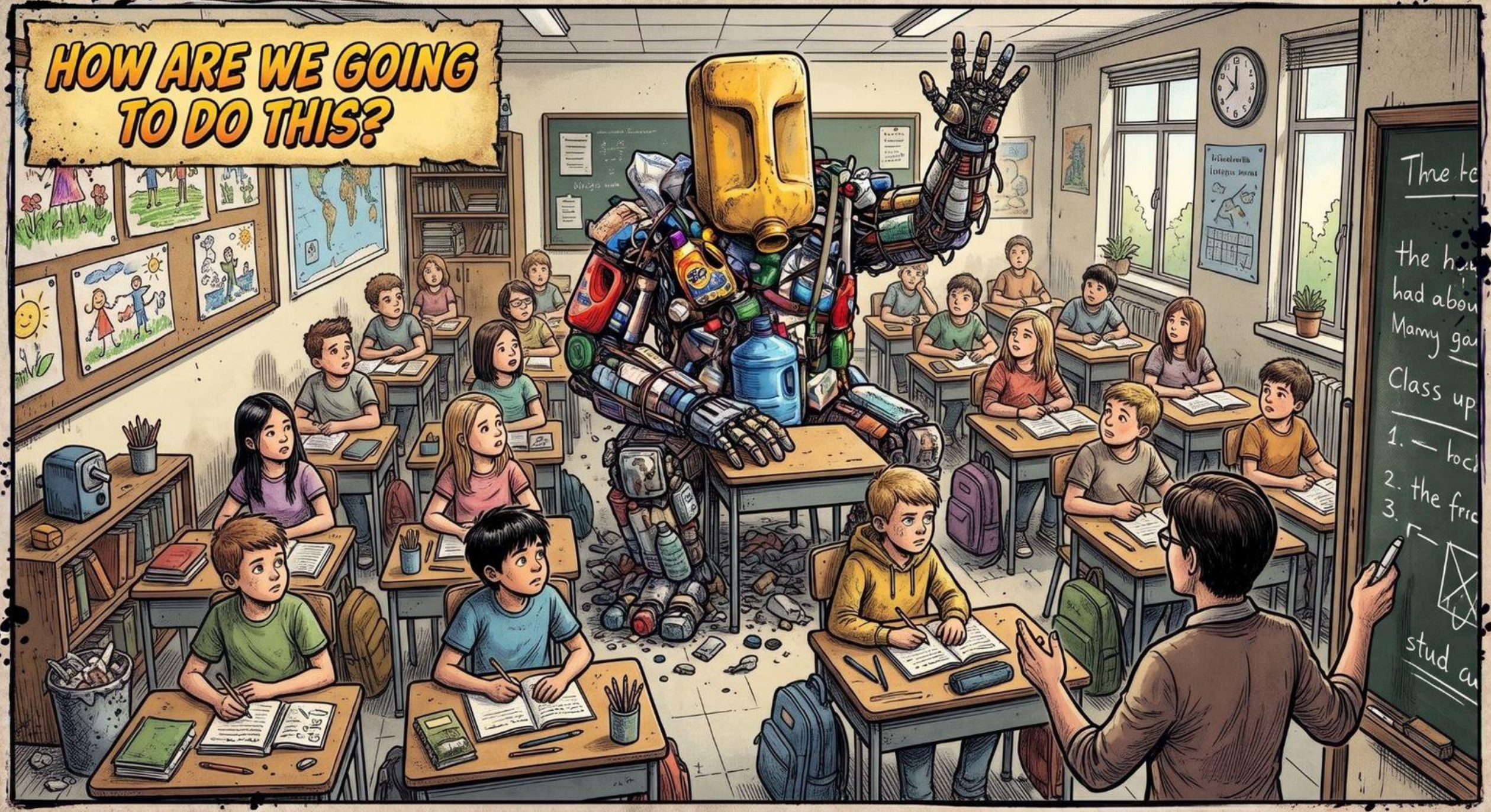

FRESNO
GIBBERRSTICK
MORE UNHINGED THAN A DOOR FLOATING IN A TOXIC LAKE, FRESNO GIBBERSTICK IS THE SELF PROCLAIMED KING OF THE UNDERWORLD.
WHEN HIS MORAL COMPASS WENT SOUTH AT THE START OF THE PLASTIC APOCALYPSE, FRESNO LEARNED HOW TO SURVIVE IN THE DANK DARKNESS BENEATH DIVER CITY.
CAN HE BE TRUSTED? THERE'S ONLY ONE WAY TO FIND OUT.



In season one the heroes make their way to a high school on the other side of Diver City where a large group of kids have taken shelter. At first the school seems like a safe place from ***The Plombeez***, but then it quickly becomes apparent that the school is ruled over by a terrifyingly cruel young girl who has declared herself ***The Principal***....


PEGASUS
THE MYSTICAL PEGASUS CAN ONLY BE SUMMONED BY STRONG KAITIAKITANGA AND ONLY AT NIGHT, BUT WHEN IT APPEARS IT CAN BE TAMED TO RESCUE KIDS AND FLY THEM TO SAFETY. A LIFESAVER WHEN THE CHIPS ARE DOWN, BUT NOT MUCH GOOD WHEN IT COMES TO HANGING OUT THE WASHING.


AL CALINE
FIZZ!
CRACKLE!
FIZZ!
BZZZ!
GRRR!
MADE ENTIRELY OF LANDFILL BATTERIES, AL CALINE IS A GRUMPY HYBRID WHO DEEPLY RESENTS HAVING BEEN REANIMATED. FIZZING WITH WISDOM AND TOXIC OOZE, HE GRUDGINGLY HELPS THE KIDS BY CHARGING THEIR PHONES AND DISPENSING FATHERLY ADVICE WHEN IT IS LEAST REQUIRED.


HOW ARE WE GOING TO DO THIS?


FULLY FORMED 360° FRANCHISE UNIVERSE
TV SERIES
LIVE ACTION MOVIE
VIDEO GAMES
MERCHANDISE
SNEEZE LOUISE
SLAM!
COMM!
EXTENDED COMIC BOOK UNIVERSE
ODLEM
TRADING CARD GAME

MULTI-SEASON ANIMATED TV SERIES





LIVE ACTION FEATURE FILM







COMIC BOOKS & GRAPHIC NOVELS

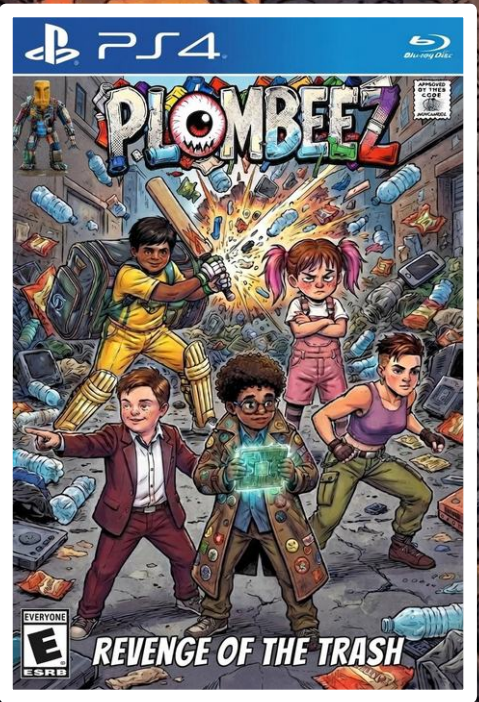


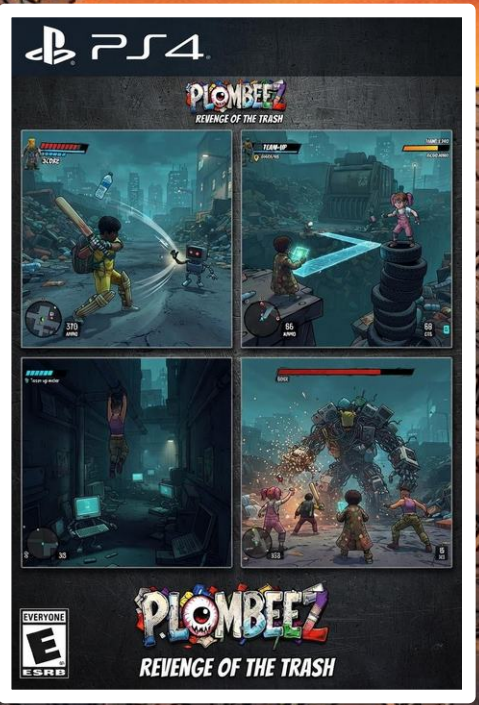




Anthological world expansion. While the TV series tracks the **core five**, the comics explore **survivor cells** worldwide: a team of **skateboarders** in **Tokyo** fighting arcade-machine **Hybridz**; a rogue **marine biologist crew** defending coral reefs against offshore **microplastic slicks**.

MULTI PLATFORM VIDEO GAME UNIVERSE







100% BIODEGRADABLE TRADING CARD GAME

MONSTER CARD PLOMBEEZ TCG

AL CALINE

HYBRIDZ / EPIC



HP: 130 ATK: 55 DEF: 45

MADE ENTIRELY OF LANDFILL BATTERIES, AL CALINE IS A GRUMPY HYBRID WHO DEEPLY RESENTS HAVING BEEN REANIMATED. FIZZING WITH WISDOM AND TOXIC OOZE, HE GRUDGINGLY HELPS THE KIDS BY CHARGING THEIR PHONES AND DISPENSING FATHERLY ADVICE WHEN IT IS LEAST REQUIRED.

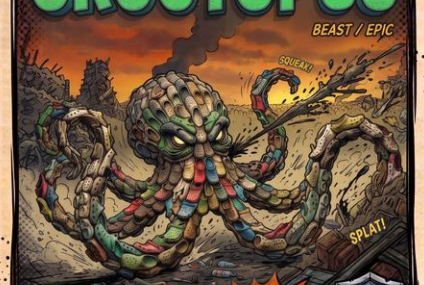
[ABILITY] GRUMPY CHARGE: SPITS TOXIC OOZE AND ELECTRICAL SPARK DAMAGE. GRUDGINGLY CHARGES ALLIES' DEVICES FOR A SMALL HP BOOST, BUT DECREASES INITIATIVE DUE TO HIS LECTURES.

12/100

MONSTER CARD PLOMBEEZ TCG

CROCTOPUS

BEAST / EPIC



HP: 140 ATK: 60 DEF: 45

THESE SQUEAKY, SHUFFLING, PLASTIC CEPHALOPODS ARE OFTEN FOUND HIDING QUIETLY IN BARGAIN BINS. TOUCHI BY NATURE, THEY CAN BLEND IN ANYWHERE AND SHOOT TOXIC INK.

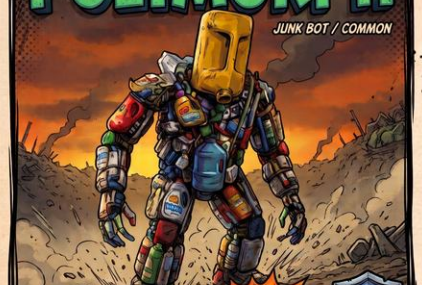
[ABILITY] TOXIC SPLAT: SHOOTS TOXIC INK THAT CAUSES TEMPORARY BLINDNESS AND RUINS YOUR TROUSERS, TEMPORARILY REDUCING OPPONENT ACCURACY.

08/100

MONSTER CARD PLOMBEEZ TCG

POLYMORPH

JUNK BOT / COMMON



HP: 120 ATK: 45 DEF: 30

FAMOUS FOR THEIR PUTRID SMELL AND APPALLING MANNERS, POLYMORPH BRAINS ARE FORMED FROM DISCARDED CIRCUIT BOARDS OF SIMPLE ELECTRONICS.

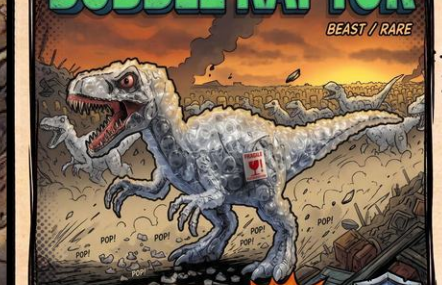
[ABILITY] SHORT CIRCUIT: MAY BEHAVE LIKE A TOASTER OR A HAIR STRAIGHTENER. DANGEROUS DIGITAL CLOCK BRAINS MEAN THEY ARE NEVER LATE.

01/100

MONSTER CARD PLOMBEEZ TCG

BUBBLE RAPTOR

BEAST / RARE



HP: 110 ATK: 55 DEF: 45

THEY SAY GOOD THINGS COME IN SMALL PACKAGES BUT THESE SNAPPY LITTLE VARMINTS ARE THE EXACT OPPOSITE. ARMED WITH RAZOR SHARP TEETH, THEY CAN SURVIVE ALMOST ANYTHING.

[ABILITY] POPPING FRENZY: SURVIVES UNTIL THE LAST BUBBLE IS POPPED. VERY DIFFICULT TO DESTROY AND ESCALATES SPEED.

04/100

MONSTER CARD PLOMBEEZ TCG

CAGHOULS

SWARM / UNCOMMON

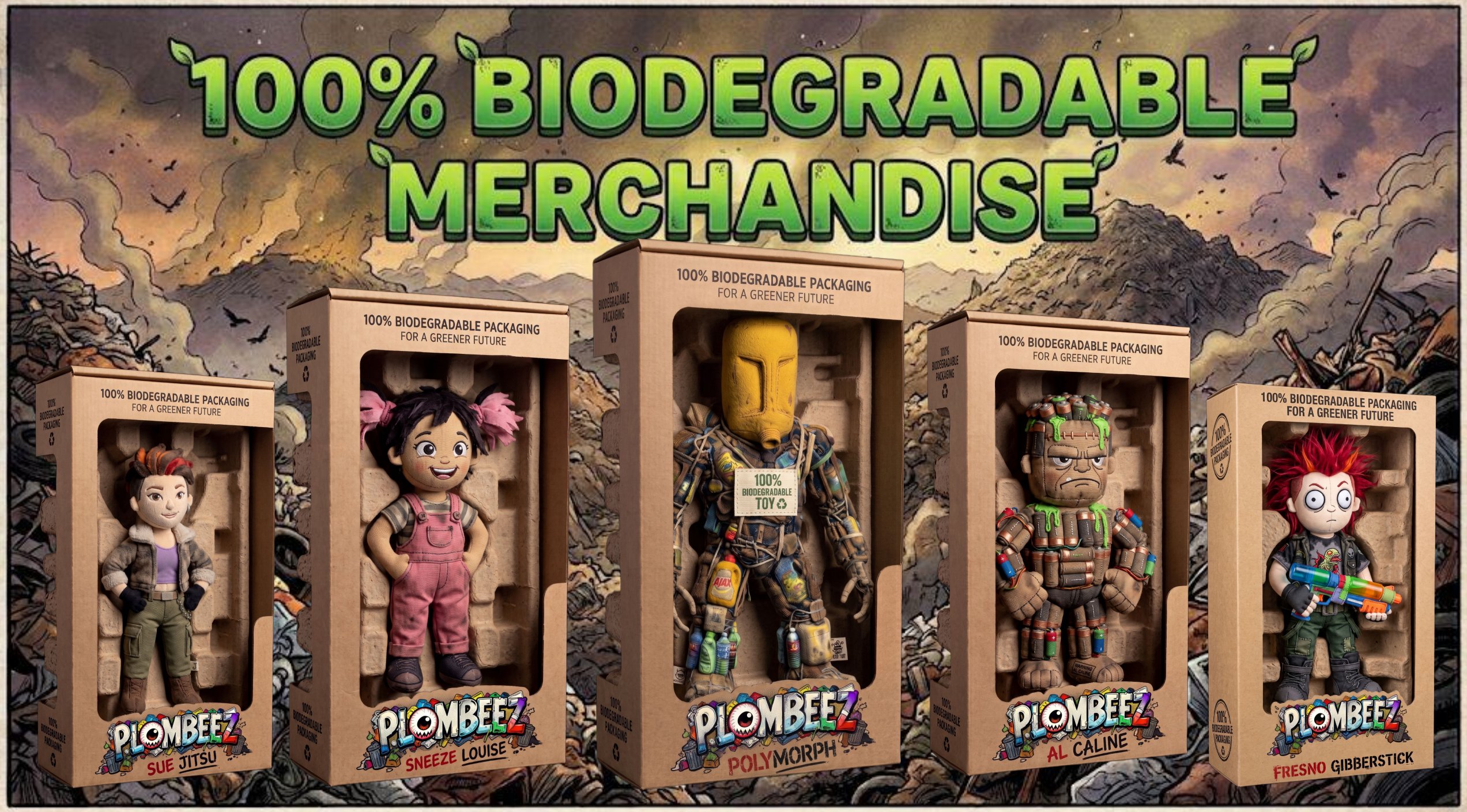


HP: 90 ATK: 35 DEF: 40

FUSED FROM PLASTIC PONCHOS, CAGHOULS CONGREGATE IN SWARMS CALLED 'FESTIVALS'. THEY CAN FLY AT INCREDIBLE SPEEDS IN ANY WEATHER, ESPECIALLY RAIN.

[ABILITY] DAFT SPIRAL: THEY CAN FLY, BUT THEY'RE A BIT DAFT AND CAN BE EASILY DISABLED BY GRABBING THEM AND ROLLING THEM UP.

02/100


100% BIODEGRADABLE MERCHANDISE
100% BIODEGRADABLE PACKAGING
FOR A GREENER FUTURE
PLOMBEEZ
SUE JITSU
SNEEZE LOUISE
100% BIODEGRADABLE TOY
POLYMORPH
AL CALINE
FRESNO GIBBERSTICK

ESG-Native Merchandise & Circular Toy Philosophy



- To embody the eco message of PLOMBEEZ, all consumer products and merchandise must avoid contributing to real-world plastic waste. The franchise models a closed-loop economy designed to meet corporate ESG (Environmental, Social, and Governance) targets.

The Collectible Circular Lifecycle

100% Post-Consumer Recycled (PCR) Action Figures

All monster figures are forged exclusively from verified ocean and landfill-diverted HDPE/PP plastics. The natural color variations in recycled plastics ensure that every single figure pulled off the production line features a unique, one-of-a-kind marbling pattern—elevating ordinary mass production into high-value collector art.

The "Mondo Vault" Buy-Back Program

Retailers host branded "Feed the Mondo" collection bins. Fans can deposit unwanted broken figures or domestic plastic trash in exchange for exclusive trading cards, digital in-game tokens, and limited-edition golden bio-resin figures. Returned stock goes straight back into the supply chain.

Zero Plastic Packaging

All figures and game sets are housed in unbleached cardboard boxes with water-based vegetable inks, molded pulp trays, and seed-paper tags that kids can plant in their gardens to grow wildflowers.



Plombeez delivers what modern family entertainment often misses: ***high-stakes genre excitement*** and ***laugh-out-loud comedy*** backed by a ***deeply authentic emotional core***. By showing kids that running from flaws only makes them ***grow monstrous, PLOMBEEZ*** champions ***radical self-acceptance*** while giving a generation of young viewers the tools—and the courage—to ***clean up*** the world inside and out.


IF WE MAKE SAVING THE PLANET FUN
IT MIGHT ACTUALLY HAPPEN....


PLOMBEEZ
LET'S DO THIS!

