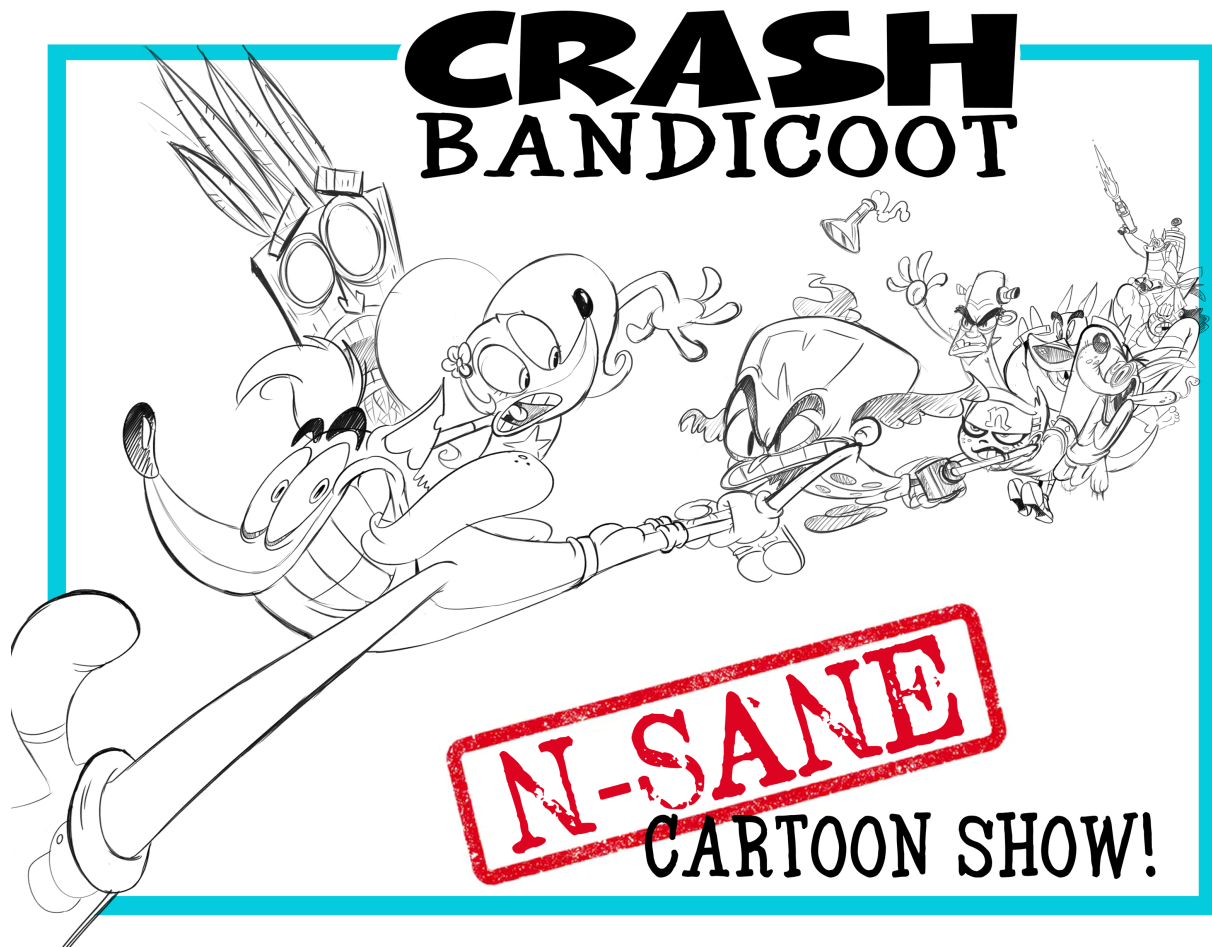


**CRASH BANDICOOT  
ANIMATED SERIES DEVELOPMENT BIBLE**

**April 1, 2020**



# THE CRASH BANDICOOT N. SANE CARTOON SHOW!

*TIME TO HAVE FUN, BE ABSURD AND... THROW LOGIC OUT THE WINDOW!*

The best and funniest cartoons are always about *something*: status, desire, control, etc. Something primal or psychological is always at work in them. And the most memorable characters always represent an internal state of some sort that we're all familiar with. Our series is a half-hour collection of 7-minute, stand-alone cartoons full of energy, broad comedy and very expressive animation – in the tradition of classics like the Looney Tunes-fast, funny, wild cartoons with a 'kidult' sense of humor. In THE CRASH BANDICOOT N. SANE CARTOON SHOW, our antagonist is Dr. Neo Cortex, a control freak who is always looking for a way to change or manipulate the system. On the other hand, Crash Bandicoot, our hero as-it-is, is a laid-back beach-bum type who LOVES his Wumpa fruit, chilling, and taking it easy. And then there's Crash's younger sister Coco whose dreamy idealism makes her oh so sympathetic and likeable.

Characters who are imperfect are relatable. Our cast is a healthy combination with all of the right ingredients that sets the stage for wonderful, fun and chaotic comedic storytelling.

Our show is inspired by the globally successful CRASH BANDICOOT games which have a huge fanbase and a long list of characters and fantastic landscapes that lend themselves perfectly to building a vast cartoon universe. And so, we are so proud to announce that for the first time in their 25-year history, Crash, Cortex and all their friends come to television in a much-anticipated series where we get to celebrate all that is Crash Bandicoot! So beloved, that a modern-day classic is about to be born!

## **BUT WHAT DOES IT ALL MEAN?!**

We live in a universe that moves constantly toward chaos and we spend our lives trying to slow it down. We repaint our houses to delay their inevitable deterioration, we pour our coffee into a thermos to delay the loss of heat, we moisturize our skin to delay its aging. Nearly everything we do in life is a struggle against entropy.\* But without entropy, our lives would lack purpose. Nothing would need tending to. There would be no need for creativity or innovation.

The Crash Bandicoot N. Sane Cartoon Show is a celebration of entropy. Crash embodies the natural chaos of our world in an enthusiastic, inspiring, life-affirming manner. He inspires us to embrace the unexpected. Dr. Neo Cortex, on the other hand, represents the darker side of entropy. In our existential struggle to impose order, we can grasp too tightly by imposing our vision of order on others. We can rage against a universe rigged against us and fail to see the fleeting beauty in the moments of balance that define our lives. If Cortex can't have the world ordered according to his rules, he'll opt for complete mayhem. And, Crash's younger sister Coco

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\* Defined as lack of order or predictability; gradual decline into disorder, entropy is a measure of uncertainty or randomness.

Bandicoot is all about balance. She redirects Crash's unbridled rambunctiousness toward utility while countering Cortex's maniacal quest for mayhem.

## **WHO'S THIS CRASH BANDICOOT GUY AND WHAT'S HIS DEAL?**

Crash was once an ordinary bandicoot before he was snatched by the evil Doctor Neo Cortex and subjected to the 'EVOLVO-RAY', a device Cortex was using to create an army of super-mutant animals he intended to use to take over the world!

Cortex's plan was to make Crash the "General" of his "Cortex Commandos". But the experiment went haywire and Crash was deemed *unworthy* of being in Cortex's army. Crash escaped from Cortex's lab setting off an unexpected dynamic that would produce a classic goodie-baddie relationship that has continued for 25 years!

And so, it begins (or really continues) in our series. Crash travels across the fantastic Wumpa Islands, opposing Cortex and his schemes for world domination, defeating Cortex's comically useless henchmen, and of course, delivering a whole lotta funny along the way!

## **THE SHOW**

But let's be really clear here. We're **not** doing a show *about* a video game! Like LOONEY TUNES, The Crash Bandicoot N. Sane Cartoon Show features a cast of strong, recurring characters with distinct personalities that are unforgettable and stand out in their own short cartoon stories. They are finally free to get into just the right kind of trouble we expect! Cartoon trouble! And we will bring it in all kinds of piles! Of course, we have our already rabid and loyal fanbase in our clutches, but we're also going to build a new audience with new fans who may not yet be familiar with Crash Bandicoot but love a great cartoon and a side-splitting laugh. And who doesn't like a good laugh?! The animated series targets kidults (median age 25), the core audience of nostalgic adults who were in their pre-teens when Crash was born, while also aiming toward 'New Bandicoots' who love chaos and cartoons--because our show is smart, funny, and doesn't talk down to anyone.

## **SHOW CONSTRUCTION**

Episodes will be stand-alone 7-minute stories, but we can also build them into a half-hour format, where adding to the lunacy, we will include VERY SHORT, crazy and irreverent bumpers and interstitials in-between the 7-minute cartoons. Most will be animated but some may even be live-action! The ability to move locations, change climates, and bounce between characters all within the same familiar "world" is key to long-term success.

Examples include:

*PHONY COMMERCIALS for made-up toys or insane products pitched by our various characters.*

*FAKE MOVIE TRAILERS featuring our characters.*

*SHORT IMPROV-STYLE INTERVIEWS with our cast and QUICK ONE-GAG SET-UPS.*

In a half-hour format, these short-shorts (*20-second segments*) will lead into each 7-minute stand-alone story. This kind of absurdity will ramp up the funny while keeping the show feeling completely silly, free-form, unfiltered, and genuinely original. They are also great to just ‘put out there’ to entertain on social media and in the digital zeitgeist!

## **THE WORLD OF CRASH BANDICOOT**

### **ART DIRECTION**

While the games are produced in CGI, our series animation will be drawn, 2D, classic animation. Very cartoony, expressive, squash and stretch style. Elasticity is what we’re going for and drawing the show this way allows us to go as far as our imaginations will take us, and with our vision, and the team to execute, probably a whole lot further than that!

### **LOCATIONS**

Welcome to the mysterious and otherworldly WUMPA ISLANDS where, of course, Wumpa Island is where our main characters live. However, there are many other islands in the chain with limitless terrains; Ice and snow, fantasy, forest, tropical, swampy, jungle, spooky - an endless and playful place more than suitable for Crash and his friends to travel, play and create total chaos!

### **MAIN CHARACTERS**

**CRASH BANDICOOT** is our hero. He’s a bandicoot. Duh! He lives in the now and just wants to chill, snooze, and seize those moments of joy when they come – a juicy Wumpa fruit, the perfect wave, fresh powder on the slopes, a zipline to “Wumpa paradise” mysteriously constructed next to his hammock while ~~his~~ he snoozes...

But when someone needs help, Crash is the first to spring into action. Needing help to Crash means liberation from restraint. Let’s be honest, if you need help building a deck, he’s not your guy. He’d be game, but you’d most likely end the day roasting marshmallows over a bonfire of the lumber you bought, rather than admiring your new deck. Overall, Crash has a wacky, cartoonish personality. ‘Chaotic Good’ would be another way to describe this Bandicoot. He combines a good heart with a free spirit. He’s a tornado, but a good one! He’s a nut, but also a lovable, appealing hero. Crash’s life would be a whole lot easier if Cortex would just leave him alone! Crash is an upbeat character but he’s also an emotional one who feels the whole range. He’ll fall in love, laugh, or cry at the slightest provocation. It’s part of what makes him so sympathetic.

Crash loves WUMPA FRUIT! Like carrots are to Bugs Bunny, Wumpa fruit is to Crash. Wumpa fruit are apple-shaped fruits that Crash finds irresistible, a weakness that can easily sidetrack Crash off course, and into a whole lotta chaos.

Crash can't talk, but he doesn't need to – his outsized expressions don't leave room to wonder how he's feeling. He's happy to let everyone else chatter, a big dumb grin is all he needs. When he communicates it will be in Australian-sounding gibberish and, weirdly, other characters will understand and interpret him. Our audience will *always* know how Crash is feeling because GIBBERISH is a universal language that we can all understand!

Crash has a danger-loving, fearless nature and loves a good scruffle (*with those who deserve it*) but prefers relaxing in the sun and rarely seeks out trouble deliberately.

His plans are often disrupted by an antagonist, usually led by Dr. NEO CORTEX who unleashes some ridiculous evil plan that will pull Crash into an the adventure du jour. Easily distracted, he will often plunge straight into action despite advice from his 'spirit guide' AKU AKU. Whatever the cause, Crash is not known for his anger, so his response to adversity is more in line with the Marx Bros. or Bugs Bunny. Crash isn't a guy to hold a grudge, even towards his greatest enemies. Crash is uniquely Gen X. He's a slacker at heart, but impulsive and an escapist, and this generational archetype will be kept in our writers' back pockets.

### **Crash Personality/Tone**

- Starting with the original trilogy, Crash is the subject of an experiment gone wrong, he is a character that is acted upon, and thrust into situation rather than one who actively seeks out danger and mayhem. He does not pick up on things very quickly and has an endearing cluelessness that comes across in an irreverent way. The world is happening to Crash, Crash is not driving the world. This is a really key revelation and makes Crash much more of a likable character. References to other IP that are similar to Crash include characters like Forrest Gump, because things are always happening to him, even though he's not looking for excitement or adventure, and he always ends up on top, John McClane always in the wrong place at the right time, Jackie Chan who elegantly stumbles through dangerous situations, and Owen Wilson who does a great job playing the lovable clueless goof off.
- Crash is an anti-hero. He does not have any special powers but happens to always get the job done and/or come out on top. Crash is what would happen if a golden retriever tried to fill the shoes of Bugs Bunny. He'd like to be the cool prankster rebel who doesn't care what you think, but really nothing makes him happier than making other people smile. He always sees the best in people, which, combined with his... let's say "simplicity"... makes him naturally trusting and forgiving. He'd be happy if everyone just got along, and sometimes that desire blinds him to the reality that he does, in fact, have enemies.

**DR. NEO CORTEX** was born as the youngest son in a family of circus clowns. Cortex's full birth name is given as "Neo Periwinkle Cortex". Unlike the rest of his family, Cortex was sickly, introverted and preferred studying science over making people laugh. Because of this, he bore the brunt of numerous jokes, which would culminate in a large "N" (standing for "Nerd") being tattooed onto his head at the age of three by a particularly cruel group of performers. Sometime

afterward, a freak explosion implicitly caused by Cortex would incapacitate his entire family and leave Cortex to fend for himself. He needed to take control, not just over his own life, but *over the entire world*.

Our primary antagonist and main villain, Cortex takes himself VERY seriously. He believes without question that he's the smartest and funniest one in the room (which is definitely NOT true because our writers are!), but he IS the most insecure and it doesn't take much to jangle his over-inflated ego. Cortex embodies the classic traits of your classic mad scientist; psychopathy: being short-tempered, reckless and having no apparent conscience. This guy is less interested in science as a discipline but instead more as a means to his nefarious ends. He won't be content until he rules the world, though heaven knows what he'd do with it once he had it. Space conquest, probably.

- Cortex is easily angered, which despite his intellect, he hasn't recognized as a weakness – something his enemies could take advantage of if they're clever. He has a fragile ego, and his past failures haunt him. But the compelling force, the gripping obsession that drives Cortex is the shame he feels over the failed experiment that produced Crash whose very existence is a taunting reminder of his lost dream of the Cortex Commandos, which on some level he knows is indicative of the fundamental truth about himself: he's simply not very good at what he does. Cortex is obsessed with control over all that surrounds him AND getting rid of that “Dad-blasted Crash Bandicoot” once and for all!

Although Cortex talks big and acts confident, he becomes a jittery, spineless, nervous wreck when put in the face of extreme and immediate danger (e.g. running out of ammo while fighting enemies, having a plan fail utterly, etc.) he'll do anything to try and ingratiate his enemies when confronted with defeat. And, like any good insane cartoon baddie, when he's alone he reveals a softer, perhaps sadder side. Could it be that all those early tragedies are what turned him into such a villain? That he's really not such a bad guy? That's there's hope for him yet? NAAAH!!

**COCO BANDICOOT** is the highly intelligent, cute, and spirited adventure-loving younger sister of Crash. Coco is a whiz with computers and helps her big brother with any technological problems that arise in adventures that require more intelligence than Crash supplies, which is many of them. In the episode, ‘MINE, ALL MINE’ it's Coco that deciphers the treasure map that leads she and Crash to the secret treasure-filled mountain. Coco handles the navigation; Crash handles all the booby-traps.

Coco has a highly ecological mindset. She loves everything natural and all animals, even the ones that may or may not really exist; magic ponies, unicorns, rainbows, fairies. **COCO LOVES THEM!** To the point where we wonder if she may be just a little crazy. She often gets in between Cortex and Crash and tempers the chaos to make sure they are preserving their idyllic Wumpa Island habitat or having a positive impact on other issues facing their world. In the episode ‘HOLD THE ICE’ she's the one who got the jet pack penguins to go back to their icy island by solving their excessive snowmelt problem. In ‘BULL-BUSTING BANDICOOT’ Coco saves Cortex's robot broncos and bulls from being dismantled by releasing them onto an open-range junkyard where they can roam free and eat all the nails and scrap metal they want. Coco could be

seen as representing a generational statement given her fantasy-like love for the environment and other passions which often lead to her “forest for the trees” decision making.

**AKU AKU** is a witch doctor spirit who now lives as a floating, disembodied tiki-like mask. Aku Aku stands by Crash's side as his protector, voice of reason and wisdom, and father figure. But he's not always right. He IS ancient, after all, randomly forgetful and consequently prone to leaving out bits of important information. He occasionally claims to be in touch with ‘mysterious forces’ which may or may not be true and his advice may often be way off, making him seem like a bad fortune-teller. In the case of such a misfire, he may become self-conscious and a little neurotic and insecure and start wondering if he's doing things right. “Am I coming on too strong? I just want this all to go well. I'll just be over here...” and POOF he may just vanish for a while. Overall, Aku Aku is a happy, good-hearted, and peaceful being and he knows when to take important matters (like saving the world) seriously.

**NINA CORTEX** is Cortex's ‘beloved’ niece. She is a, gothic spiteful, anti-social teen girl though she seems to despise being referred to as such. Nina is more "street smart" and displays more common sense than her uncle, Dr. Neo Cortex. She has bionic hands made for grappling and crushing soft objects. Nina often seems to be more ambitious and egotistical than her uncle, who often dismisses her projects. Actually, Tiny Tiger seems to be a more attentive caretaker to Nina than Cortex.

Nina has a fierce rivalry with Coco Bandicoot (Nina hates unicorns and rainbows), but she often relies on Coco's brains to help her out. The two are like acrimonious girlfriends and are often forced to put their personal differences aside and work together. They are on opposite sides of the spectrum and are going to play comically off each other a lot.

**DR. NITRUS BRIO** is a scientist who formerly worked under Doctor Neo Cortex. His name is often abbreviated to "N. Brio", a wordplay on "embryo". As a child, Nitrus Brio was a classmate of Neo Cortex and N. Gin in Madame Amberly's Academy of Evil. Brio is responsible for creating the first fully functional Evolve-Ray. However, his lack of self-esteem allowed Doctor Cortex to take credit for the creation and Cortex has always acted as a superior to Brio. Brio compensates for this by putting on the airs of someone who is much more sophisticated than Cortex could ever hope to be. Brio is the guy that brings the doilies to the lab so the beakers “have something nice to sit upon.” Brio probably sounds a bit like Vincent Price. He's fastidious and well-mannered, which serves as a contrast to Dr. Cortex's megalomania. He assumes an air of cultured refinement which he knows Cortex can't possibly keep up with. It doesn't mean he's smarter than Cortex, but it's a pretty good act and they'll play off each other very well.

## SECONDARY CAST

**PAPU PAPU** is a tropical (of no discernible indigenous race) tribal chief with a seemingly endless staff of tribesmen who look like a bunch of guys you'd find hanging out in a tiki bar. Wumpa Island was his initially but has gradually become populated by our cast, who Papu Papu regards as intruders. Papu Papu has access to some degree of magical, mystical powers.



**TINY TIGER** is Neo Cortex's lackey, butler, slave and lab assistant. Like Frankenstein's Igor or Rocco's Mugsy he's all those things and dumb as a stick. Cortex LOVES having Tiny Tiger to order around and demean. If something goes wrong, Tiny is the first to be blamed.

**DINGODILE** is one of the most intelligent of Cortex's henchmen, as he is created under the fusions of two animals. In general, he is a pyromaniac who is quite serious and seldom seen without his flamethrower. Despite his dangerous and cunning personality however, like many enemies of Crash, he is often buffoonish and reckless, his own trigger-happy destruction often giving Crash the key to his downfall.

**RIPPER ROO** is famous for his insane, psychopathic, and lunatic behavior. As a result of his insanity, he can be fearless, reckless, and funny. He has also proven to be highly resilient to pain, either getting knocked out cold, becoming dizzy or just laughing it off. He doesn't seem to be truly evil, and only does what he does is because of his insanity and inability to think clearly.

**KOALA KONG** is the hot-tempered and dim-witted strongman of the original Cortex Commandos. He is extremely self-absorbed and obsessed with his own muscles, constantly flexing and showing them off, which can sometimes distract him from responding to imminent danger.

**KING CHICKEN** was once an ordinary scrawny chicken but was changed forever in the cartoon CLUCK-OFF and FRY when Crash fed King too much Cortex-Super Feed. He's now the smartest and swankiest chicken you've ever met.

## STORY

### ***HUMOR: HOW FAR WILL WE GO?***

The comedy in the show will be outrageous, crazy and wild, but not in bad taste. Overtly gross jokes and the like are just too easy to make, we're going for something even more clever. We may occasionally approach "*The Line*" but we'll swerve away before ever crossing it.

Of course, Crash Bandicoot is our lead character but not every 7-minute cartoon story will feature Crash. Because there are so many characters and environments in the Crash Bandicoot universe, we can and will jump all over the place. We will pair up, mix and match, and feature any and many of our characters in whatever ways we want and sometimes not want! We want people coming back for the comedy which will make them laugh, but also, hopefully later, make them *think* about what it was that made them laugh.

Yes, the stories are silly, but we're highlighting and satirizing aspects of the human condition we can all relate to, while dropping the occasional piano on someone. BAM!

## SAMPLE STORY PREMISES

### CLUCK-OFF and FRY!

**Farmer Ernest** buys some contaminated feed wholesale from **Dr. Cortex** that genetically mutates the chickens on his farm, turning them all into chickens from hell! Their only desire – to be eaten! **Crash** must help contain the foul fowl that rampage the island demanding that people eat them. The problem is finally solved when **Aku Aku** convinces everyone to turn vegan and the chickens lose their life's purpose. The depressed chicken's existential problem is finally resolved when they band together and open MOTHER CLUCKER'S a successful vegetarian drive-thru franchise!

### BEACH BLANKET BANDICOOT

An innocent day at the beach turns from paradise to peril as **Crash** faces off against beach-bully **Koala Kong** for the beautiful Twana's affections. Crash and Kong beat the daylights out of each other as they try to impress the girl with a variety of beach stunts and antics. Their duel is interrupted when a gang of hungry **LAND-SHARKS** invade the beach! **Aku Aku** says, "*We're gonna need a bigger bandicoot!*"

### GOOD KNIGHT SWEET BANDICOOT

Crash is happily wandering through a fantasy fairytale world when he sees a princess and immediately falls in love. The princess is quickly snatched up by a mysterious black knight (Cortex in disguise) and swept away. **Aku Aku** decks out Crash with a *very fancy* suit of armor and Crash sets out to rescue the princess. After battling a myriad of monsters, Crash confronts Cortex but tricks him by sneaking out of his armor and attacking Cortex from behind. Cortex is defeated. The princess is grateful but disappointed that Crash isn't the handsome hero she was hoping for and she falls in love with Crash's empty suit of shiny armor instead. She leaps into its arms and falls off a cliff with it.

### WHAT A BABY!

**Cortex** is making an ETERNAL LIFE RAY when **TINY TIGER** accidentally hits Cortex with the ray turning Cortex into **Baby Cortex**: an awful, nightmare of a baby. **Nina** reluctantly takes on the role of babysitter for the worst baby in the world. At her wits end, Nina calls upon **Coco Bandicoot** for help. Baby Cortex escapes and is on the loose, being as awful and evil as a Baby Cortex can be. The two girls must put their personal differences aside and capture Baby Cortex, fix the ETERNAL LIFE RAY, and restore Baby Cortex back to his old self.

### BULL-BUSTING BANDICOOT

A rodeo setting. **Cortex** is building robot broncos that are designed to destroy all contending buckaroos. The Robot-Broncos are ridiculous but dangerous. **Tiny Tiger**, **Ripper Roo**, and **Dingodile** are all knocked out of the competition leaving only **Crash** who, in order to win the trophy, must face a final challenge. Cortex unleashes his ULTIMATE JET- POWERED SUPER-DYNAMIC BULLOSUARUS REX as the final challenge in this rip-roaring rodeo. Things take a turn for the worst when Cortex finds himself strapped to his own creation, but it's Crash and the rodeo clowns that finally do him in.

## NOT SO GLAD-IATOR

**Crash** is kidnapped by **Neo Cortex** who has constructed his own Roman coliseum. If Crash wants out, he must face a series of mutants including **Dingodile**, **The Kimodo Bros.** and **Tiny Tiger** in gladiatorial combat! The cartoon climaxes with a chariot race that tops BEN-HUR! The reckless and dangerous race literally brings the house down.

## BIG TOP BANDICOOT

**Dr. Cortex** always wanted to re-join the circus. Now, he has constructed his own EVIL CIRCUS! It has its own evil midway, evil rides and a MUTANT- SHOW! For the Grand Big-Top Show he presents a “Nitro-Circus”-style stunt competition and lures **Crash** to compete against **Ripper Roo** for a ridiculous prize. It’s CRASH BANDICOOT vs. RIPPER ROO in a daredevil competition to end them all. The stunts get more and more insane and dangerous as the two try and out-do one another. Crash keeps winning which drives Cortex crazy. The final stunt challenge takes place on the Roller Toaster ride. Specially designed to make Crash crash!

## VORTEX IN THE CORTEX

**Cortex’s** over-worked brain escapes from his skull to go on a much-needed vacation. **Tiny Tiger** takes Cortex’s brainless body to the SECRET BRAIN-VAULT where he tries out several replacement brains. But they’re all goofier than the original and don’t work. This sequence is intercut with various gags of **Cortex’s brain** enjoying itself on vacation where it meets up with **Crash**. Together, like old friends, they enjoy surfing, scuba diving, the local cuisine etc. Back in the lab, Tiny tries the last brain. It doesn’t work either. It’s turned Cortex into a sweet, polite, nice person who just wants to clean the lab, and it won’t leave Cortex’s head! Finally, Cortex’s brain gets homesick, it misses trying to destroy the world. It thanks Crash for a lovely time but says, *“I have a world to destroy.”* and returns to the lab. However, he must fight the other brain to regain his spot in Cortex’s skull. Cortex finally gets his brain back and hires the other one as an enthusiastic butler.

## SUPERCOOT

**Cortex** has a meeting with all the evil-doers and decides that only by working together will they be able to destroy the world. They are each given an assignment / weapon and turned loose in massive wave of destruction. **Aku Aku** tells **Crash** that he must turn into a super-hero to fight the evil doers. Aku takes Crash to see **Papu Papu**, who gives Crash a SACRED TOTEM that grants him a variety of incredible powers! He is now a superhero, the trouble is, Crash has no control over his new powers. Crash literally crashes around and miraculously defeats each villain quite by accident with his surprising out-of-control powers.

Crash finally faces off with Cortex. Cortex and Crash fight over the totem and during the fight the totem is exchanged back and forth briefly granting them powers alternately. During the battle a disappointed and angry Papu suddenly appears. He takes the totem. Crash and Cortex beg Papu to give them each ONE final power. Papu agrees, *“Come back to my Temple”*, he says, *“and I will grant you both a power you cannot imagine.”* We cut to Papu’s temple. Papu tells Cortex and Crash, *“You do not need super-powers to be a hero. All you need is... a vacuum and some stone-polisher!”* Crash and Cortex are handed tools and are forced to polish the temple while Papu sits there eating grapes. *“You missed a spot! Hahaha!”*

### **MINE ALL MINE**

**Coco** finds a treasure map and 'X' marks the spot. The spot however is in a scary jungle cave. Coco enlists the help of her brother **Crash** to "go first". To make matters worse **Koala Kong** is onto the map and he follows Crash and Coco. Inside the temple/cave Crash faces treacherous booby traps and a persistent **Koala Kong**. It's a race to "the spot" which Coco wins. When Coco opens the giant 'X' shaped door, the treasure turns out to be a very angry **Papu Papu** who attacks the raiders of his temple. The following mine car chase/fight brings the whole place down around the three idiots.

### **HOLD THE ICE**

Tired of global-warming, **Crash**, **Aku Aku** and **Polar** head to the snow for a fun filled snow sport competition. Unfortunately, their competition are dozens of **jet-pack powered penguins** who are dynamos and win every sport! From the luge, downhill, slalom, snowboarding, ski jump, ice skating even curling, the penguins win everything. Feeling like bummed-out losers **Crash**, **Aku Aku** and **Polar** decide to leave defeated. We cut to **Aku Aku**, **Crash**, **Polar** on their surfboards, peacefully waiting for the next wave. **Aku Aku** confirms that penguins aren't tropical so they can relax. A big wave rolls up and our heroes are horrified to see dozens of penguins on surfboards hangin' ten! **WIPE-OUT!!**

### **ELEMENTARY SCHOOL OF... EVIL!**

**Brio** and **Cortex** are reminiscing about their old schooldays. They argue about who was the evilest student. A series of flashback gags shows them as kids pulling terrible, evil tricks on each other at Evil School. Finally, back in the lab, they wind up in a real fight and cause an explosion that destroys the place. The smoke clears and **Madame Amberly** shows up out of nowhere and stamps red 'F's' on both their foreheads.

### **ANTS IN MY PANTS**

**Cortex** and **Brio** create a NANO-ROBOT TERMITE ANT FARM. The robot termite-ants can eat anything and everything and the doctors intend to unleash them on the world. But Dr. **Brio** drops the farm and the termite terrors are turned loose in the lab and start eating things. Everything. The doctors engage in fierce battle with the organized robot termite army. It's evil versus appetite! In desperation they call DINGODILE'S EXTERMINATION SERVICE which only make things worse because now the lab is on fire. They decide the only recourse is to set up a picnic in the backyard to lure in the termite ant army. They quickly invent a robot termite ant attracting jelly for their sandwiches and set up their picnic. But klutzy **Brio** spills it all over their clothes. The hungry robot bugs go straight for the doctors, hence the title.

## **THE CLOSING ACT**

### **CRASH BANDICOOT fans are FAN-ATICAL!**

They've been 'N. Sanely' loyal for 25 years, all over the globe! The games have sold over 60 million units to date! Crash Bandicoot is a pop culture phenomenon! The fans are faithful and are waiting for a cartoon show that's designed with their minds in mind!

The CRASH BANDICOOT N. SANE CARTOON SHOW will celebrate the Crash universe in all its comedic, mischievous, chaotic glory. Oh, and if we didn't say it—it will be N. Sanely funny.

# THE END