Crystal Wars

Licensed Merchandise Movies & Series Games & Apps (Apparel, Stationery, Toys)

& Apps Music B (Soundtrack & Songs)

Books & Graphic Novels Live Experiences
) (Print & Digital) (Show Tours & Theme park experience)

CRYSTAL WARS is a sci-fi fantasy anime series about greed, ecological issues and globalisation.

GENRE / STYLE

Anime Sci-Fi Fantasy

(Yu-Gi-OH! meets Space Pirate Captain Harlock in an alternate history of medieval steam punk)

AUDIENCE

Primary:15-30 year old male and female Anime fansSecondary:8-14 year old boys and girls

FORMAT / DURATION

52 x 22 minute episodes per season

THEME

CRYSTAL WARS is a sci-fi fantasy anime series about greed, ecological issues and globalisation.

SYNOPSIS

What if an alien race invaded our human world back in 1100 AD – what would the world be like? CRYSTAL WARS is a sci-fi fantasy anime series about greed, ecological issues and globalisation. In it, a group of oppressed humans band together after another alien invasion in approximately 1100AD. They struggle with their own differences and ability to harness alien technology and crystal power to fight back against the aliens or else the planet will be destroyed and them along with it.

NARRATIVE EXTENSIONS

SERIES 2 & 3...Season 2 picks up from the previous season's cliff-hanger. The humans now realise aliens are still present and determined to quench their greed for crystals. The humans want the aliens gone for good and the crew encounter alien resistance like never before. Season 2 ends with a cliff-hanger where another species of alien has set their sights on Earth's crystals. Season 3 has the humans pitted against an even more superior alien species. They seek the help of the original aliens to help defeat the new marauders.

CRYSTAL WARS was specifically designed from the ground up for digital applications (mobile game development as a freemium model with in app purchases).

CRYSTAL WARS features an overarching 360° marketing strategy that is innovative and creative. It's a strategy that includes: a built-in marketing campaign (socials), consumer products (licensed merchandise & ancillary products), publishing (graphic novel), mobile game, and music (soundtrack) assets aimed to increase awareness and engagement with the respective target audience and create alternate sources of IP revenue.

STATUS

Pilot script, outlines for 52 episodes (first season), show bible, and outlines for seasons 2 & 3 available (Co-created with Isaac Croxford and Adelle Roberts).



