

FROM THE CREATORS OF HBO'S *CRASHBOX*

ALIEN MONSTER CLASSROOM



Planet Grande
PICTURES

BACKSTORY:

A **large spacecraft** shaped like a mushroom is slowly spiraling its way around the planet Earth. On board are a team of **intrepid alien explorers** who are keen to learn everything there is to know about Earth and its people.

Tucked away in a corner of the spacecraft, a rambunctious roomful of **alien school-kids** is far less keen. Why they have to know anything about the pyramids, Einstein, the periodic table, Napoleon, Pythagoras, the 1996 Chicago Bulls, the yellow spotted lizard, or any of the other 1001 things they're being taught about life on Earth is beyond them.

As a consequence, their behavior in class is quite appalling. They gripe, **misbehave** and cheat on tests; they sneak snacks, exchange vulgar notes amongst each other, pass explosive alien gases, or just drift off into fog-like stupors, which can be rather dangerous. (Two students were injured in the same week by falling asleep and toppling face first into their desks, resulting in painful swellings.)

Something has to be done. One day the teacher arrives wheeling a large squeaky contraption that looks like it's been assembled in some kind of intergalactic garbage dump. It's a messy hodge-podge of wires, tubes, buttons, levers, cogs, valves and mysterious illuminated dials. The mayhem inside the classroom abruptly ends, as the teacher raises one long, three-knuckled alien finger and tantalizingly holds it over **a big red button.**

Life in the classroom is about to change. And **the games are about to begin.**





CONCEPT:

ALIEN MONSTER CLASSROOM is a hyper-energized, wacky, eccentric brain-teaser show for kids created by Cuppa Coffee Animation and Planet Grande Pictures. Similar in style to our acclaimed HBO series **CRASHBOX** (now the longest continually airing show in HBO history!) the show will comprise a series of animated games and puzzles that will test your knowledge of all things related to life on the planet Earth— especially history, science, math, geography, nature and general knowledge. Each of these "games" will be focused around a recurring character, who will usually get into some kind of calamitous situation...

Kids (with the sweet spot being 6–10 year olds) will play at home along with their alien monster counterparts. After each 90-second game, action will return to the classroom for a few seconds of alien-monster shenanigans before the next game starts up.

Games will include:

Labber-Blabber: A bubbling laboratory with an eccentric Swedish scientist who talks nonsense. But can you tell the true-science from the Labber-Blabber?

Barry The Brick: A Welsh bricklayer who has been responsible for building the world's most famous edifices, from the Leaning Tower of Pisa to the Brooklyn Bridge. Can you figure what he's building this time?

Burglar Alarm: Two bungling burglars are attempting to steal some of the world's great works of art. But their lack of knowledge about history and art will be their downfall. Can you spot their mistakes?

Mariachi Memory-Mania: A mariachi band sings songs containing a long list of items you might find at a specific location, like an airport for example. After you've enjoyed their energetic performance, how many items can you name?



Walking The Dog: **Maisy the Basset Hound** has a different owner each week. Can you figure out which famous person from history is her owner this time?

Marco The Mathmagician: A highly theatrical magician who looks like a cross between Lincoln and Rasputin pulls all kinds of items out of his hat. He uses them to construct elaborate math puzzles for you to solve... and then poof! He disappears.

Dueling Dictionaries: Two dictionaries have been having an argument. They decide to settle the matter in a duel. They meet at dawn, walk ten paces apart, and then start firing words at each other... Can you decide who the winner is?

Campfire Critters: Kelly-Jo from Kansas is sweet, utterly trusting Southern girl who roams the world looking for her favorite animals. At night she settles down around a roaring campfire... around her blinking eyes appear in the darkness... which animal is staring at her this time? Clues appear in the campfire smoke. Can you figure them out?

Lost and Profound: A pith-helmeted archaeologist discovers ancient relics from history. Can you figure out who was the original owner? From Babe Ruth's bat to Ringo's drumstick to Teddy Roosevelt's pince-nez!!!!

Space Junk: 3 Seemingly unrelated objects float by the Alien capsule. Can you put your thinking helmet on and guess what the link is between them?

PRODUCTION TECHNIQUE:

One of the things that made CRASHBOX so successful and unique is it combined every conceivable kind of animation... stop-frame; puppetry; cell animation; computer animation; CuppaCoffee are masters of all these many different techniques- but of course animation is hugely time-intensive. To make budgets manageable, each game will be designed in a toolkit form, with re-usable elements that can be quickly re-assembled to make new episodes. Planet Grande will be responsible for all of the writing, casting, music and audio production.