

CARTOON ACTION HOUR

SEASON 3



PUNK ROCK SAVES THE WORLD
Series Book by Matt Forbeck



PUNK ROCK SAVES THE WORLD

“Traveling Through Time With Three Chords and the Truth!”

Credits

Created and Written by

Matt Forbeck

Character Stats by

Barak Blackburn

Artwork by

Stephen Shepherd (Cover) and Patrick Sullivan (Interiors)

Graphic Design by

Cynthia Celeste Miller

Editing by

Norbert Franz

Channel Guide

The Series	4
The Villains	5
Episodes	8
PC Guidelines	10
New Special Rule (Concert)	11
Ready-To-Use PCs	12
Hero & Villain GMC Write-Ups	13



www.spectrum-games.com
2807 Grand Ave., Parsons, Kansas 67357

Cartoon Action Hour is copyright 2014 by Spectrum Games. All Rights Reserved. Iron Wolves is owned by Matt Forbeck and used by Spectrum Games with permission. This material (art, logos, illustrations, character concepts, text and game mechanics) is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of Spectrum Games or Matt Forbeck except for the purposes of reviews and for the character stats, which may be reproduced for personal use only. Failure to abide by these rules will result in a painfully infuriating, extended visit to your house from Kargorr. You've been warned. The reference to any companies or products in this book is not meant to challenge the trademarks or copyrights concerned.



The Series

Thomas Edison's angry as hell, and he's not going to take it any longer. He's tired of others coming up with inventions right around the same time as him and then taking advantage of it, and he's vowed to put a stop to it. Or so he claims.

In fact, he's devised a time machine he uses to rip off other inventors' devices and then claim them as his own. This works wonderfully for him until Nikola Tesla discovers what Edison is up to and develops a time machine of his own while working with Emile Berliner, the inventor of the turntable. The two wind up in an ongoing struggle throughout time, each trying to steal better from the other, until they reach a stalemate.

Tesla has disappeared somewhere in time, and Edison cannot seem to find him, no matter how hard he hunts. If Tesla has fallen victim to a horrible fate, this might mean that Edison can now wander through time with impunity, but he believes instead that this is a trap. His formidable old enemy wouldn't just disappear without a word, and the fear that he's out there somewhere, waiting, paralyzes Edison.

Fortunately, Edison has all the time in the world—or so he thinks.

The Turntable of Time

In the 1980s, a rock band known as the Punks stumbles across a long-lost time machine while recording their latest album at an old sound studio in Washington DC, once the headquarters of the Berliner Gramophone Company. Unaware that the time machine is anything but the gigantic record player it seems to be, they jump on it and start running, using

their muscles to spin the disk on it, hoping to play its tune.

Instead, they find themselves thrown backward in time.

In each episode, the Punks discover that something's gone wrong in the era in which they find themselves, and they realize they have to try to fix it. At first they fear that it's their own travels that have disrupted everything, but they soon realize that they're not to blame. That doesn't mean they don't still have to try to repair the damage, though.

In each case, the change seems to halt the creation of the flat-disked gramophone in favor of a cylindrical phonograph. When that happens, the Punks discover they cannot go forward in time. The machine only works in eras in which the gramophone—or its descendants—exist, and they have to set things right before they can move on.

The Time Machine

At first, the Punks legitimately believe that they've found Tesla's time machine, which he somehow left in the recording studio for someone to find. As the series goes on, though, they learn that their time machine was actually an early prototype that Edison stole. He set it out for someone to find, hoping they might gain Tesla's attention and lead Edison to his foe.

In this series, time is a mutable series of events that can be changed by time travelers. However, those who travel through time are immune to these changes and maintain their original memories. They also gain the memories of any new version of themselves that meddling with time has caused. This allows them to fiddle with the past until they get it the way they like it.

The memories are often cloudy and dreamlike. However, with time and concentration, a time traveler can draw up firm versions of such memories. This often requires a good night's sleep to let the brain re-sort the new memories slipping into it.

If they return to the appropriate moment in the present, the time travelers instantly merge with any new versions of themselves that might have been created by altering the past—assuming there are such people—and they gain the memories of both versions.

It's possible for time travelers to meet themselves, but this causes a paradox that splits the traveler into two separate people. If they both return to the present, they can re-merge back into their present self. Some travelers refuse to do this, preferring to always live at least a little bit out of sync with their proper time.



The Villains

The main villain in the series is Thomas Edison, of course, but there are several others who crop up in various points in time. Only Edison has access to a time machine, though. He jealously guards it, and he would never have let someone like the Punks have one if he wasn't so desperate to find Tesla.

Thomas Edison

Edison isn't evil, or at least he doesn't think so. He just wants to make sure he's credited as the greatest inventor of his time, and he's willing to do whatever it takes to make that happen. He draws the line at actually hurting people.

He is happy to have people believe he's a ruthless bastard willing to kill them if they get in his way. He knows how well he can use that to his advantage. However, he avoids harming people if he can. On the rare occasion in which Edison can't get out of killing or maiming someone, he goes to great pains to travel back in time and make sure the situation that forced his hand never happens in the new timeline. Once his victim is restored in full, he can rest easy once more.

This is nearly impossible to do with time travelers, though, and Edison knows it. If he kills a time traveler, there is no way for that person to ever merge back with a new future self, presenting the great inventor with an unsolvable problem. This often causes him to stay his hand—or at least to use non-lethal methods for dealing with other time travelers.

On top of all that, Edison is a facile liar. He tries to avoid meeting the Punks at first, but when they don't manage to flush out Tesla by accident, he allows them to stumble across him instead. He

then explains that he has been trying to find his old friend Nikola, who seems to have become lost in time, and he would appreciate their help finding him.

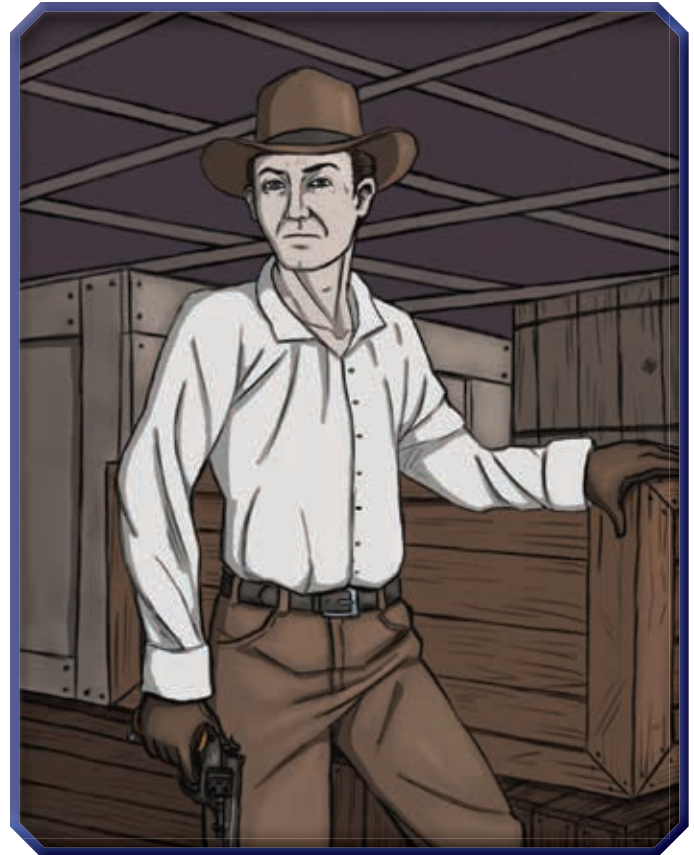
Later in the series, the Punks figure out what Edison is up to, and their mission changes. They still want to find Tesla, but to warn him rather than to bring him in. It's all the same to Edison, who has decided he is willing to break his no-killing rule for a chance to put an end to Tesla once and for all.



The Man

At first, the Man appears to be the main villain in the series. Wherever the Punks go, they run into him and the bands he uses as a guise for his real plans: stealing the greatest treasures in the world. In actuality, Edison is the power behind the Man, putting him in charge of his various efforts to shore up Edison's influence throughout time.

The Man is a wealthy white man by the name of John Smith, born in 1888, just a year before the invention of the gramophone. This makes it impossible for the Punks to go back to stop him from being born. He runs the Phonograph Corporation (which the Punks call the Phonies), which profits from the popularity of Edison's cylindrical sound machines, and he has used Edison's machine to allow himself to leap forward in time every few years, making him seem immortal and young, even at an advanced age.



The Suits

The Suits are the men who work for the Man throughout the years. While they change over time, they are all cut from the same mold, and it is hard to distinguish between them, even when traveling between decades. Every now and then, one of them will stand out, but he is usually put in charge of managing one of the Man's bands

instead of wandering around his office and serving as part of the ultimate group of yes-men.

All of the suits would do anything for the Man, up to and including gunning down intruders in cold blood. He has made every one of them wealthy, and they will do anything to protect their meal ticket.

The Disco Dastards

In the 1970s, this band of disco singers united under the guidance of the Man. They use their dulcet tones and funky dance moves to get their fans to love their latest cylindrical releases. Think Walter Murphy's "A Fifth of Beethoven" here, but apply it to every other song, too.

They are also out to destroy music as we know it, by remaking all songs into disco songs. It turns out that Edison's cylinders work far better with disco melodies. (There's irony for you.) Punk music makes the needle leap right off the tube, but smooth disco sounds work every time. That makes live shows by the Punks the greatest threat to the near-monopoly position of the cylinders, and the Disco Dastards can't tolerate it.

The real brains behind the Disco Dastards is their lead singer, Joel "Smooth" Alberson, the time-displaced alter ego of Al Jolson. The Punks foiled him in an episode set in the 1920s, which they have yet to do in their own timeline, but he remembers them well and burns for revenge.

The Glam Girls

The Glam Girls represent the Punks' contemporary antithesis in the 1980s. They are a packaged girl band formed by the Man to get the kids to dance to their bubble-gum pop. They do not like to confront the Punks head on, playing passive-aggressive games with them instead and allowing the media to portray them as the innocent victims of the active-aggressive Punks.

There are currently three Glam Girls: Melody Jones (the blonde), Harmony James (the brunette), and Rhythm Johnson (the redhead). Each of them might have been stars in their own right, but the Man picked them out of the crowd of wannabes and slotted them into selected roles guaranteed to appeal to the broadest number of people. Secretly, they each want to find a way to express themselves, but they resent anyone who threatens the success they have worked so hard to find—especially the Punks.

The Endless Elvises

Elvis Presley may have died in Graceland in 1977, but not all of him. Edison recognized the man's genius early on and cut a devil's deal with him to sign him to the recording on cylinders only. He had help in this matter from a washed-up, 80-year-old Elvis from the future, who had plastic surgery performed so he could come back to the past and manage his own career as Colonel Tom Parker.

This worked so well for him that Elvis took every opportunity that Edison would allow him to meet himself over and over. One of the Elvises couldn't deal with the success that fame brought him under Colonel Parker's management, and he died in Graceland. This caused Elvis's stalling career to skyrocket, so the remaining Elvises decided to go into hiding rather than replace them.

Some of the Elvises wander the time stream, having adventures of their own. Others remain close to their own time, off sync just enough to make sure they do not merge with any of their other selves.



Episodes

“The Sell-Outs” (Pilot)

In the show’s initial episode, the Man approaches the Punks and offers them the chance to become the “Blam Boys”, the new opening act for the Glam Girls. All they have to do is sign a contract that gives him total control over their creative output for the rest of their careers. The Punks are tempted, but their manager reminds them that they’ve already paid for their time at the Berliner Studio. They might as well use it.

While trying to figure out if they should take the Man’s deal or make music of their own, the Punks stumble across the time machine hidden there. It’s set for thirty years in the future, and that’s where it takes them on their first journey. When they arrive, they discover that the Punks became a legendary band, doing it all their own way.

The seemingly immortal Man and his Suits find them soon after and confront them. The Man meant to stop the Punks from taking over music and saving the world from bands like the Glam Girls. He sends the Suits in to stop them cold here, accompanied by the now-much-older Glam Girls, whose careers failed in the late ‘80s, and who now want their revenge.

“The Return of the Kings”

The Punks go back to Memphis, Tennessee, in 1977. They think it’s their job to go save Elvis from his self-destructive downward spiral, but they don’t realize the truth behind his legendary career. Colonel Tom Parker confronts them and tries to stop them from helping Elvis Prime, the version living out the core version of Elvis’s life.

As the Punks press forward, determined to save Elvis from himself, a squadron of Elvises appear, one for each of the Punks, less one, leaving space for Colonel Parker—and for the Punks to make the logical leap as to his true identity, too. Once they prove that Colonel Parker murdered the miserable, suicidal Elvis for taking too long to die, they manage to turn the other Elvises against him and put an end to his horrible plotting—for now.

“A Blast from the Past”

The Punks go all the way back to as far as their time machine will let them: 1889, the year of the invention of the gramophone. They want to get to the source of their adventures, and they hope to find it here. They meet Emil Berliner, but this version of him is too young, and he has no idea what they’re talking about.

Edison himself meets the Punks here finally. He pretends to stumble into them when he comes over to accuse Berliner of stealing his ideas, but he’s planned the entire thing. As they describe to him the way his cylinders seem to be taking over the future, he suggests that perhaps his friend Nikola Tesla has something to do with this.

If any of the Punks claim that the two men were vicious rivals, Edison laughs them off. He explains that he and Tesla set that up themselves as a publicity stunt, to draw attention to their inventions. They both know that the public will decide what it likes—after they manage to present it to them. This is a pack of lies, of course, but the Punks are likely to buy into it—for now.

“Tesla’s Shocking Return”

When the Punks finally figure out that Edison is playing them like the virtuoso showman he is, they turn against him once more. When they eventually head to Menlo Park, New Jersey, to confront him, he is ready for them. The Man and his Suits of the era head them off and capture the Punks, bringing them to Edison for questioning.

When Edison discovers that the Punks have only been able to find evidence of Tesla's continued existence—but not the man himself—he decides they've now become more trouble than they are worth. He decides to kill them then and there.

Before that can happen, though, an older version of the Punks barges in, along with Nikola Tesla. They are armed and ready to end Edison if they have to. The endless Elvises burst in shortly after, and the two sides come to a stalemate, each side realizing that they have no way of knowing how many times the others have doubled themselves. The Punks must then decide if they can somehow forge a peace with Edison or must commit themselves to an endless struggle across time.



“Cartoon” Punk Rock



We all know that punk rock was (and still is) all about rebellion, anarchy and other things that “normal” society finds detestable. It's pure aggression and there's never been a shortage of things to rage against.

However, when punk rock was portrayed on various retro-toons (such as *Hero High*, where one of the characters was a fellow named, typically enough, Punk Rock), it was always tamed down into something that the networks felt was acceptable for children to watch. And by that, we mean that they essentially neutered the musical genre's message to the point of it having no real message at all.

The writers of *Punk Rock Saves the World* refused to play along with such a travesty, but they knew that the show would never see the small screen if punk rock (especially song lyrics) was portrayed accurately. Being the clever lot that they were, these scribes worked very hard to disguise the message in such a way that the message would go over the network censors' collective heads. The censors would hear one thing, but those looking deeper would see the hidden meanings.

This slyness garnered the series a relatively large teen and adult audience; people who scoured each episode and each song for the meanings that were stashed away in seemingly innocent dialog or lyrics.

So, punk rock in the show was watered down somewhat on the surface, but the biting commentary was still there!



PC Guidelines



PCs will be made with 18 Trait Points. These are scrappy punk-rockers, after all. However, the GMCs have no such restrictions, their Traits' point totals and ratings can go as high as needed!

The Punks are a punk rock band and can consist of three to five members, although there could easily be more. In most cases, the band consists of:

- Lead singer
- Lead guitar
- Bass
- Drums

One of the musicians can double up as a singer, reducing the minimum number of band members to three. Some bands also add a rhythm guitar player to fill out their sound.

Of course, it might be more than just the band members who come along on the adventures. They should all be associated with the band, but that's the only real catch. Such tagalongs include:

- Manager
- Crew member
- Roadie
- Girlfriend/boyfriend
- Groupie
- Sibling
- Parent

In addition to their named roles in the group, characters can have other passions or skills. The lead singer might also be a student of English. The drummer might know a lot about World War II. The bass player might be pursuing a degree in theoretical physics. These are all things that can come in handy in their travels through time.

Star Power: 3

Tier & Trait Points: Superhuman; 18

Other Rules:

- Theme Adherence: PCs must be members of the band or must have some other reason to be with the band. Given that the entire series is based around the "band" concept, this is absolutely crucial.
- Free Designated Trait Points: Each PC receives 4 additional Trait Points that must be allocated to one or more Traits that represent some manner of musical talent. These Traits will automatically have a new Special Rule called "Concert" (see the "New Special Rule" side bar for details. Players may allocate their normal Trait Points to any Trait purchased with the 4 free points in order to boost them further.



New Special Rule



Concert: This is a free Special Rule that can be given to any Trait that reflects the character's musical ability. A Trait with this Special Rule is used when a band performs against another band or to sway a crowd with their songs of rebellion and anarchy (though such messages were tamed down to accommodate the Saturday morning audiences; the writers had to be very clever in getting the point across without the network censors figuring it out).

Other Special Rules can help determine how the Trait in question affects others, so a LEAD GUITAR 4 (Area) has the ability to affect more than one GMC, while a BASS 4 (Big Attack) rattles the roof! And the band's manager might have SWAY THE CROWD 4 (Deplete - Concert Traits) indicating their backstage shenanigans designed to hinder the other band!

When performing, a band will perform one song which will be 4 rounds total, unless one band defeats another before that point. Other Traits, if applicable, can be used when Performing, also.

If performing for an audience, the GM should create several factions of Goons to represent the audience members. Additionally, GMCs might be in the audience as well. The venue should have Traits as well, à la a mini-Playset, which the band is performing against. It is all about leaving an impression and leaving everyone wanting more.

After performing, characters remove one Setback Token for any scene that immediately follows!

Ready-to-Use Player Characters

Here is a complete group of four ready-to-play PCs.

KITTY KARR

Star Power: 3
+1 Oomph

Qualities

- The Singer
- Spreading the truth, two minutes at a time
- Tough

Traits

CRIPPLING INSIGHTS 5 (Area, Devastating)
LEAD SINGER 3 (Concert, +2 to aid another w/ teamwork)
MOSHING 3
POGOING 3
SKANKING 3
SLAMDANCING 3
FILL-IN INSTRUMENTALIST 1 (Concert)
SASSY 1

Notes: When aiding another, her SINGER rating will be 5, so a Link value of +3 will be added. In fights, she will use her various “dance” moves – moshing, slam-dancing, etc. She can pogo to great effect if, say, a wall needed to be leaped over. Have fun!

SIR OLLIE CROMWELL

Star Power: 3

Qualities

- The Guitarist
- Knowledge is power
- British

Traits

STAGE DIVE 3 (Action Feature)
UNFLAPPABLE 5
GUITAR 4 (Accessory, Area, Concert)
THE SCHOLAR, Y’KNOW, UNIVERSITY AND EVERY-
THING 3 (Transform Self - Minor [DISTINGUISHED 4,
UNIVERSAL ACCESS 4 {Deactivate}])
CLASSICALLY TRAINED 3 (Concert)
SCRAPPER 3
FAST 2

Notes: Due to his upbringing, which he has obviously rebelled against, Ollie is able to quick-change into a cultured member of society; great for gaining access to places punks might not normally be allowed.

JUST JOHN

Star Power: 3

Qualities

- The Bassist
- Startling insights
- Tinkerer

Traits

BASS 3 (Concert, +2 vs Disco)
BEATDOWN 3
HEY, I CAN FIX THAT! 3
IS THAT HOW THIS THING WORKS? 3
TEMPORAL DYSFUNCTION EXPERT 3
STRONG 2
BACKGROUND VOCALS 1 (Concert)
VEST 1 (Versatile: LIGHT SHOW [Area], NEUTRALIZER
[Deplete {Concert Traits}])

Notes: Just John is the flakey one of the group, although he is also the gadget guy, as well as the one who knows the most about the time travel stuff (as he calls it). He often comes across as dimwitted, but maybe he is just a deep thinker?

GENERIC IKE

Star Power: 3

Qualities

- The Drummer
- “Wait a minute!”
- Without missing a beat

Traits

DRUM STICKS 3 (Action Feature)
DRUMS 5 (Concert, Big Attack)
FRIEND TO ANIMALS 5 (Companion)
I KNOW THIS GUY! 4
WHAT’S UP? 4
CHARMING 3

Notes: FRIEND TO ANIMALS is a lot of fun and used a bit uniquely. Every episode, Ike will befriend an animal and the player will allocate the 7 points to this Star Power 2 animal (see pages 106-107 of the CAH:S3 rulebook). WHAT’S UP? is also fun, as it is ostensibly a teleportation power, allowing Ike to show up wherever he is needed.

Hero and Villain GMC Write-Ups

NIKOLA TESLA

Star Power: 3

Qualities

- Futurist
- Elusive
- Mysterious

Traits

HYPER-INTELLIGENT 9 (+2 when opposing Edison)
 SUPER-SCIENTIST 9 (+2 when opposing Edison)
 NON-LINEAR THINKER 9
 VAST KNOWLEDGE 5

THOMAS EDISON

Star Power: 4

Qualities

- One of the greatest inventors of all time
- Linear thinker
- Unscrupulous, but not evil

Traits

LYING 9
 SUPER-SMART 7
 INVENTIONS 5 (Versatile: FLUOROSCOPIC BLASTER [Area], KINETOSCOPIC DISRUPTOR [Deplete - Physical Traits], AC FIELD GENERATOR [+2 when used to defend])
 PLANNER 5
 SCIENTIFIC GENIUS 5

Notes: The GM is hereby given permission and encouraged when using the LYING Trait to not declare its use, using the Link value of +5 to supplement rolls.

THE MAN

Star Power: 3

Qualities

- He is... The Man!
- Greedy
- Global Resources

Traits

ANYWHERE YOU GO, THE MAN IS THERE 7
 VILLAINOUS INTERNATIONAL NETWORK 7
 ELABORATE PLANNER 7
 MULTI-TRILLIONAIRE 7

Notes: This is "The Man" we are talking about. Be creative, consider the broad scope of all these Traits, and consider all of them Versatile, in the sense that the Man can set up a Big Attack, can deplete or Deactivate Traits (one phone call to the power company can shut down power to a building), etc.

JOEL "SMOOTH" ALBERSON (aka AL JOLSON)

Star Power: 3

Qualities

- World's greatest entertainer
- Super funky
- Been doing this a long time

Traits

DISCO, DISCO 5 (Concert, Deactivate [vs. Concert Traits])
 INFERNO 5 (Big Attack)
 THE HUSTLE 5 (Concert)
 DO THE DAZZER 5 (Concert, Area, Transform Others – Major [New form will have these stats: Infectious Funk, Mindless, Pack Mentality; Traits: DISCO HORDE 7 {Area}, THE HUSTLE 5 {Devastating}, SAY "OH OH" 4 {Deplete - Concert Traits}])

Notes: DISCO allows Joel and the Dastards to override any music being played, to funk it up! The DAZZER (called "The Dastard" by the Punks) transforms those listening into disco-affected funk-zombies, ready to do Joel's bidding.

MELODY JONES (Glam Girl)

Star Power: 3

Qualities

- The cute one
- Media darling
- High energy

Traits

SINGER 5 (Concert, Area)
 NO ONE HITS A GIRL 5
 FORMER MODEL 4
 SWEET AND INNOCENT 3
 GUITAR 2 (Concert, Accessory)

RHYTHM JOHNSON (Glam Girl)

Star Power: 3

Qualities

- The oddball
- Media darling
- Polyglot

Traits

ELECTRONIC DRUMS 5 (Accessory, Big Attack, Concert)
 BLISTERING DRUM SOLO 5 (Area, Concert)
 CHILD PRODIGY 5
 NO ONE HITS A GIRL 5
 SURPRISINGLY STRONG 2

HARMONY JAMES (Glam Girl)**Star Power:** 3**Qualities**

- The sassy one
- Media darling
- Feel-good story

Traits

NO ONE HITS A GIRL 5

"STREET" 4

KEYTAR 3 (Concert, Accessory, Versatile [Area, Big Attack])

SINGER 3 (Concert, +2 to aid another w/ teamwork)

SASSY 3

TOUGH 3

Notes: Harmony's Keytar is cutting edge technology. The Versatile Traits are not defined by name, the GM should improvise (could be VICIOUS FILLS, POUNDING MELODY, INFECTIOUS RHYTHM, etc., using Oomph if other Special Rules are needed). STREET gives her connections, as well as making her a formidable combatant, but she is not afraid to play the NO ONE HITS A GIRL card in return to throwing a punch.

ELVIS**Star Power:** 3**Qualities**

- The King
- Voracious appetite
- Weekly Worldwide News

Traits

KA-RA-TÉ 5 (Action Feature)

ELVIS IS EVERYWHERE 9

THANK YOU, THANK YOU VERY MUCH 7 (Deactivate - Mental Traits)

TAKIN' CARE OF BUSINESS... IN A FLASH 5

Notes: In many ways, Elvis is a skinjumper (see: ELVIS IS EVERYWHERE). Characters may think they see him, and he turns his back, they catch up to him, but when he turns around, it is someone else... only to have the viewer see that they passed the real Elvis in their pursuit. THANK YOU... indicates that Elvis is still a charmer, and with that hip shake and point, and saying those words, can disarm even the most anti-Elvis persons.

Goons**THE SUITS**

Goon Rating: 2

- Hard to Defeat
- Vicious Assault
- Specialist (Stealing Stuff)

DISCO DASTARDS

Goon Rating: 2

- Hard to Defeat
- Vicious Assault
- Specialist (Concert)

**No Stats for the Time Machine?**

You may have noticed that the giant-sized record player that acts as a vessel through the annals of time is not given game stats. This was no accidental omission. The time machine is simply a plot device, a method to toss the characters into various different eras so that they can go on adventures each episode. This can be done without intrusive game stats placing limits on what can be done with it.

So, the Game Master is encouraged to fill in any blanks with whatever enhances the story. Nothing is set in stone and there's a lot of possibilities out there. Go nuts with it!

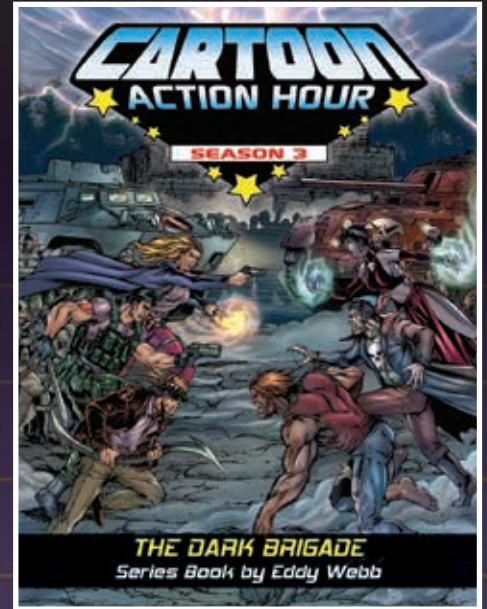
Also Available!



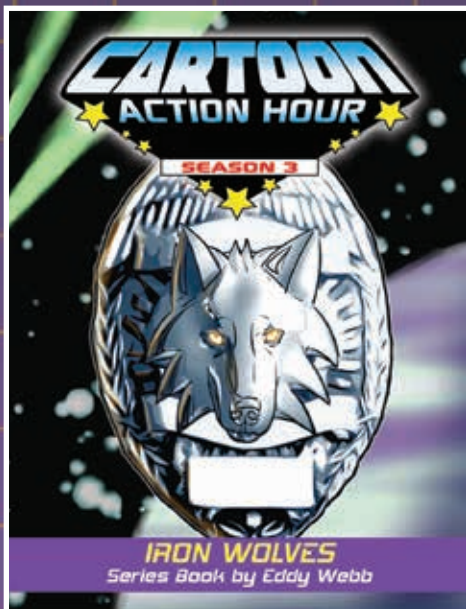
The extra-dimensional conqueror known as Dr. Zen is attempting to merge his darkened world with ours, which will spell doom for us all. Thankfully, heroes have emerged! Armed with objects of power granted to them by the spirits of their various homelands, these brave souls stand at the ready to defend Earth from... the Infinivaders!



A mystical gemstone is discovered that can peer into the souls of those who view it and divine their true nature, bringing it to life in physical form. Those with kind souls became paragons of good, able to call forth noble creatures made of pure light. Those whose souls harbored evil intent were transformed into twisted monsters. Now, the two factions find themselves at odds in a battle for the gemstone!

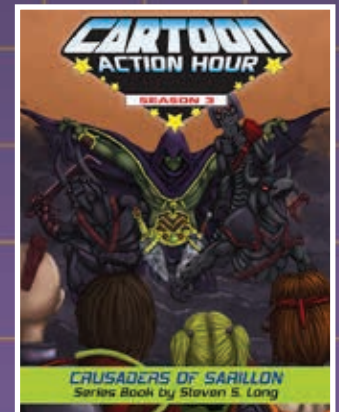


The elite para-military group known as the Dark Brigade clashes with the vampiric Lord Syn and his vile Brotherhood of Death, as they wage war all over the world in an exciting struggle of good versus evil! It's soldiers versus the supernatural! Dark Brigade last appeared in a series book for the original season of Cartoon Action Hour and has been adapted for Season 3.



The nefarious Queen Pin, a bee-like crime boss, has become a menace throughout the entire galaxy. The only hope of stopping her lies within a specialized task force called the Iron Wolves. Each Iron Wolf boasts detachable cybernetic limbs, a starship that can combine with his or her teammates' ships to form a gigantic robot and more! "Cops and robbers" has never been so much fun!

And Coming Soon!



Spectrum Games