

A composite image featuring three scientists in a laboratory setting. In the foreground, a bald eagle with a white head and yellow beak is perched on a black stand. To the right, a man with glasses and a beard, wearing a white lab coat and blue gloves, is examining a bone. In the background, an older man with glasses and a beard, also in a lab coat, is looking at a bone. On the left, a woman with glasses and a lab coat is working with a bone. The table in front of them is covered with various bones, including skulls and long bones, and several black rods. The background shows a laboratory with shelves of equipment and a microscope.

Game Changers

A SERIES **BY** AARON ROWE-JARDINE

INTRODUCTION

TITLE

GAME CHANGERS

FORMAT

8-EPISODE HOUR-LONG SERIES

GENRE

SCI-FI / ESPIONAGE THRILLER / GEN-Z DRAMEDY

TONE

STYLIZED, TENSE, DARKLY FUNNY

LOGLINE

ELITE GAMERS RECRUITED BY A SECRET GOVERNMENT AGENCY SWAP THEIR SCREENS FOR REALITY, PILOTING ROBOTIC ANIMALS—FROM STEALTHY BUTTERFLIES TO LETHAL WOLVES—ON COVERT MISSIONS WHERE ONE WRONG MOVE MEANS REAL-WORLD CONSEQUENCES.



SERIES OVERVIEW

WHEN TRADITIONAL INTEL METHODS FALL APART, A SHADOW GOVERNMENT UNIT TURNS TO AN UNEXPECTED RESOURCE: PRO GAMERS. RECRUITED FOR THEIR REFLEXES, PATTERN RECOGNITION, AND TEAM COORDINATION, THESE YOUNG ELITES ARE ASSIGNED TO CONTROL ULTRA-REALISTIC ROBOTIC ANIMALS—WOLVES, BUTTERFLIES, CHIPMUNKS—ALL FROM A SECRET FACILITY UNDER MILITARY COMMAND.

BUT THE MISSIONS AREN'T SIMULATIONS. THESE METAL CREATURES GATHER INTELLIGENCE, INFILTRATE ENEMY ZONES, AND OCCASIONALLY KILL. THE GAMERS ARE TRAINED LIKE SOLDIERS, MONITORED LIKE SUSPECTS, AND PAID LIKE FREELANCERS. THEY ARGUE, REBEL, FORM ALLIANCES—AND SLOWLY REALIZE THE SYSTEM THEY WORK FOR MIGHT BE MORE DANGEROUS THAN THE MISSIONS THEY COMPLETE.

EPISODE STRUCTURE

1. NEW GAME – AFTER DOMINATING AN INTENSE, MILITARY-SPONSORED GAMING TOURNAMENT, LEXI AND THREE FELLOW ELITE GAMERS ARE SUMMONED BY THE ENIGMATIC COMMANDER RHODES TO AN UNDISCLOSED, HIGH-TECH FACILITY. EXPECTING MEDALS OR SPONSORSHIPS, THEY'RE INSTEAD INTRODUCED TO A TOP-SECRET INITIATIVE: REMOTE-PILOTED, HYPER-REALISTIC ROBOTIC ANIMALS DESIGNED FOR ESPIONAGE AND COVERT MISSIONS. RHODES GIVES THEM A MESMERIZING TOUR, SHOWCASING LIFE-LIKE INSECTS, BIRDS, AND MAMMALS WHOSE PRECISION AND STEALTH SURPASS ANY DRONE. FINALLY, RHODES SETTLES THEM INTO THEIR FUTURISTIC CONTROL PODS AND HANDS EACH GAMER A FAMILIAR TOOL—A PS5 CONTROLLER.

2. BUTTERFLY EFFECT – IN WHAT'S SUPPOSED TO BE A SIMPLE TRAINING MISSION, LEXI CAREFULLY PILOTS A ROBOTIC BUTTERFLY DRONE DEEP INTO A SECLUDED FOREST TO DISCREETLY SPY ON A HIGH-RANKING FOREIGN GOVERNMENT OFFICIAL. UNDER COMMANDER RHODES'S WATCHFUL GUIDANCE, HEX PRACTICES HER STEALTH AND REMOTE-CONTROL FINESSE. BUT WHEN THEY OVERHEAR THE OFFICIAL COLDLY ORDERING A DEADLY STRIKE AGAINST INNOCENT CIVILIANS, COMMANDER RHODES ABRUPTLY ESCALATES THE MISSION, ISSUING A SHOCKING COMMAND: ELIMINATE THE THREAT IMMEDIATELY.



CHARACTER OVERVIEW



**LEXI "HEX"
MARTINEZ**

STEALTH EXPERT
AND BUTTERFLY
PILOT—CALM,
STRATEGIC, AND
ALWAYS FIVE
MOVES AHEAD.



**DYLAN
"SPECTRE"
ROSS**

HOT-HEADED WOLF
PILOT WITH
MILITARY INSTINCTS
AND SOMETHING TO
PROVE.



**ANDRE
"GLITCH"
OWENS**

TACTICAL REALIST
AND MORAL
COMPASS—
SKEPTICAL OF
AUTHORITY, LOYAL
TO THE TEAM.



**MIN-JAE
"FOX"
KWON**

QUIET TECH
WIZARD—
CALCULATING,
CURIOUS, AND
ALWAYS WATCHING
FROM THE EDGE OF
THE ROOM.



**CMDR.
RHODES**

A GRIZZLED EX-
MILITARY HANDLER
TASKED WITH
TURNING IMPULSIVE
GAMERS INTO
FIELD-READY
OPERATIVES.
TACTICALLY
BRILLIANT BUT
EMOTIONALLY
GUARDED.



**DR. EVELYN
SHAW**

COLD, BRILLIANT,
UNSENTIMENTAL.
DR. SHAW BUILT
THE TECH THAT
POWERS THE
MISSION—AND
SHE'LL SEE IT
SUCCEED, NO
MATTER THE HUMAN
COST.

TONE & INFLUENCES

- HIGH-CONCEPT SCI-FI REALISM
- SLICK AND GROUNDED
- FAST, FUNNY, AND DANGEROUS
- INFLUENCED BY BLACK MIRROR, REACHER, PERSON OF INTEREST, MR. ROBOT



KEY THEMES

- GAMIFICATION OF WAR
- SURVEILLANCE STATE
- GENERATIONAL TRUST GAP
- DIGITAL IDENTITY VS. REAL CONSEQUENCES
- CONTROL VS. AUTONOMY

TARGET AUDIENCE

- VIEWERS AGED 16–35
- GAMERS, TECHIES, ESPIONAGE LOVERS, AND ANYONE SUSPICIOUS OF DRONES
- VIEWERS WHO GREW UP ONLINE AND WANT STORIES THAT REFLECT THE DIGITAL CHAOS, MISTRUST, AND ADRENALINE OF MODERN LIFE.



WHY IT STANDS OUT

GAME CHANGERS FUSES THE ENERGY OF HIGH-STAKES GAMING WITH THE TENSION OF REAL-WORLD ESPIONAGE. IT'S A CONCEPT MADE FOR MODERN AUDIENCES: WEAPONIZED TECH, GOVERNMENT SECRETS, AND A CAST THAT REFLECTS BOTH THE BRILLIANCE AND DYSFUNCTION OF GEN-Z.

THE ROBOTIC ANIMALS AREN'T JUST GIMMICKS—THEY OFFER TACTICAL STORYTELLING TOOLS, FROM HEART-STOPPING STEALTH TO CHAOTIC ACTION. EVERY MISSION HAS A UNIQUE FLAVOR: SPY THRILLER, CYBERPUNK CHASE, PSYCHOLOGICAL MIND GAME.

AND MOST IMPORTANTLY, THE SHOW CAPTURES THE MENTAL TOLL OF REMOTE WARFARE: THESE AREN'T SUPERHEROES. THEY'RE SMART, FLAWED, ADDICTED TO DOPAMINE—AND SLOWLY WAKING UP TO WHAT THEY'VE SIGNED UP FOR.



STATUS

- READY FOR DEVELOPMENT
- SEEKING LITERARY REPRESENTATION AND PRODUCTION PARTNERS
- ONE OF SIX FULLY-DEVELOPED ORIGINAL SERIES AVAILABLE AT [THENEXTGREATSHOW.COM](https://thenextgreatshow.com)



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