

CHARACTER

For this episode of Kaiju Snap, characters are a journalist duet.

The player is the drone pilot and receives orders from the other journalist. This other journalist have a biology background. She is the one who planned this documentary and want to raise awareness about this archipelago and its specific biosphere. The player is in charge of an ecological mission: sending a drone is safer and cheaper, especially in a no-go zone like the archipelago.

The journalist will help the player , giving advice and wildlife analysis.

SCENARIO

The narrative part of Kaiju Snap is built to follow an episodic model: each chapter has their own character, place, creature and goals but everything is linked to the first discovery in Episode 1. The journalist duet who had discovered and published the first pictures of a giant beast is in the center of the Kaiju Snap franchise. With this new giant creature evolving in the world, humankind discovers for the first time a new potential super predator, or maybe it's a unique species which have to be protected?

Reactions and consequences of the creature's apparition are developed in the five episodes with first the "secure reaction" of a military quarantine of the archipelago, severe ecologic activists reaction, the creation of an international group of researchers with a military arm...

Each episode speak about its own character point of view of the situation. The journalist duet (and then International Unit) is a key thread to all episodes.



UNIVERSE

Kaiju Snap franchise is built on a simple pillar : each new episode takes place in a new island, has a new drone and some new wildlife to discover, including one or more giant beasts.

Through the episodes the player progress from island to island to the north of the archipelago. The two opposite edges of the archipelago (south and north) are enough far from each other to have different climates.

Giant creatures are designed as unique species. They seem to come from the ocean or at least the archipelago. There are different species of giant beasts, each one has its specific behavior and appearance.

They don't belong to any known animal realm, it's an entire new realm.

**EPISODIC
MODEL**

**EPISODE 1
(PILOT)**

EPISODE 2

EPISODE 3

EPISODE 4

EPISODE 5





EPISODIC MODEL

New episode : Time as passed since the last episode, you can play a new pilot for a different organization or still the same team.

New drone : Additional mechanics, new behavior, size and weight.

New island : A different climate, new environments and biome, new fauna and flora.

New creature : A different beast, with its own behavior, habits and rules.

Episodes are built around a central narration: someday humankind discovers the existence of giant creatures, what will happen?

The first episode can be self-sufficient, it's a stand-alone like.

Episode 1, 2 and 3 made a story arc that can stop with the third episode.

The five episodes give the entire story of Kaiju Snap. The franchise universe can be developed after those five episodes, previous episodes would be seen as a first season.

Episode 1

Episode 2

Episode 3

Episode 4

Episode 5

STAND
ALONE

AUTONOMOUS
STORY

COMPLETE
STORY

EPISODE 1 (PILOT)

EARLY CONCEPTION

Where: A tropical island in a large archipelago

When: Present time

Who: A journalist duet wanting to raise awareness about the specific wildlife of the archipelago

Drone: A journalist drone with a camera and a limited slot for pictures

Characteristics: First island is a tropical place. The wildlife is very diversified and well hidden.

Goal: Document the specific and endemic biosphere of the island, take pictures of an extraordinary creature to have proof of its existence

At the end of the episode: The creature destroys the drone but journalists have enough pictures for a huge scoop



UNIVERSE

EPISODE 2

EARLY CONCEPTION

Where: A semi tempered and tropical island with abandoned buildings

When: 2 months after the 1st Episode

Who: Military who puts the archipelago on quarantine

Drone: A military drone, strong enough to carry charges and with different scans on its camera

Characteristics: This island is one of those used by the society to make nuclear and biological trials. It has empty buildings to visit and a feeling of a haunted place.

Goal: In this island, we discover a creature acting more like a cold-blooded predator, with changing skin. One of the missions is to find it and determine if it can be a threat to humankind.

At the end of the episode: Military discover the very aggressive and smart behavior of this particular creature and contact the United Nations to start a "Kaiju Missions". Just before the end of the episode, the military drone detect a new echo from sea.



EPISODE 3

EARLY CONCEPTION

Where: A volcanic island with Mediterranean-like forests, woodlands, and a scrubland biome

When: 2 months after the 2nd Episode (Ep1+4 months)

Who: Ecological activists who enter illegally the archipelago

Drone: A handmade drone, with wheels system to enter into small places and hack modules for military monitoring

Characteristics: Volcanic cycle, eruptions can happen and have an impact on landscape and fauna behavior. Regular calls of the journalist duet of the first episode trying to dissuade them to make illegal exploration and waiting for an official authorization (it doesn't give a good image of the new species cause).

Goal: Militant team discovers a new giant creature species on this island, smaller than the previous ones, five of those creatures form a pack. The goal is to analyze and document their pack behavior and their relation to the cyclic volcanic island.

At the end of the episode: Right at the end of the episode, the last call of the journalist duet (from Episode 1) inform them of an international Kaiju unit creation. This will be a research unit helped by the UN army. At the end of the call, a huge and bass scream come from the ocean. The Kaiju pack (and other packs hidden during the game) get out the forest and start diving in the ocean. The last image taken by the drone is a supermassive thing, calling the creatures and surface from the sea: an alpha beast.



EPISODE 4

EARLY CONCEPTION

Where: A temperate island with lakes, north of the archipelago

When: 2 months after Episode 3 (Ep1 + 6 year)

Who: Journalist duet from the first episode and new teammates (from the new Internationale Kaiju Research Unit) we can hear on the audio background

Drone: A futuristic drone with scanners and micro-cameras that can be stuck on trees or rocks. The drone can also dive in water for limited time (3 minutes max)

Characteristics: This island has dense forest with a short visual range between conifers. There are three lakes across the island with creature eggs nursery on the lake's bottom. Young creatures of this species are protectors of the eggs during their childhood.

Only juvenile beasts are part aquatic for this species. Adult Kaijus are huge and wander around, hidden on the island, only meeting for reproduction.

Goal: How do they reproduce? Live on an island without going out? How many alphas per beast species are there? During this episode, the player will study the reproduction and life cycle of Kaijus.

At the end of the episode: This species is generally peaceful, it has a symbiosis relationship with some creatures of the island. On his way to leave the island, the drone films a young creature playing on the shore. Suddenly it gets attacked by some predators (two predators from the second episode). The journalist is worried about this migration, creatures don't leave the archipelago but with that kind of evil, peaceful species could disappear soon.



EPISODE 5

EARLY CONCEPTION

Where: A coast at the extreme north (outside the archipelago). Borealis/polar climate.

When: 3 months after Episode 4 (Ep1 + 9 months)

Who: Coastguards in charge of a part of the coast and few small islands.

Drone: A half-military drone used by coastguards to overwatch the sea route traffic and whale migration.

Characteristics: For this last episode, the player isn't trapped on a single island. This episode offers a large zone of ocean/coast with small islands and drifting icebergs. There is less flora than in other episodes but other big species like blue whales, orcas and dolphins. Those animals react to the presence of a potential predator.

Goal: Track and find what is killing whales. Analyse dead whales, bite shape and animals behavior. Those whale killers are enormous creatures from the deep sea, sometimes coming to the surface and attacking big preys. Giant beasts aren't supposed to leave the archipelago where they were discovered more than a year ago, why is one of them here?

At the end of the episode: Coastguards notify the International Kaiju Research Unit of the presence of a specimen here in the North. The player can hear the journalist from Episode 1 answer the call. Knowing the creatures now can leave the archipelago and be anywhere will be a huge new and may launch some kind of panic movement, humanity will have to learn to live with the proximity of these giants (parallel with the end of the first episode).

