

ALIEN SAFARI



Tom Firestone & Martin Meunier - Live-Action Feature Pitch Deck - safari-pitch.com



Go afield with respect for the wildlife you hunt
and for the forest and fields in which you walk.

– Fred Bear



- Logline & Tone 1
- Hook 2
- Overview 3
- At Its Core 4
- Why Now 5
- Heroes 6
- Villains 11
- Synopsis 16
- World 18
- VFX Workflow 21
- Video Game 22
- Prequel Series 23
- Bios 24

LOGLINE

When a safari guide for the Interworld Safari company uncovers the dark truth behind the company's cloning and hunting practices, he must team up with a reluctant hunter to expose the deception and save the alien wildlife from extinction.

Tone: JURASSIC PARK meets WESTWORLD
Genre: Sci-Fi - Action - Drama - Creature Feature
Format: Feature (103 pages)
Production: Live-Action/VFX Workflow
Rating: PG-13

TONE

A visceral, adrenaline-fueled sci-fi survival thriller that blends high-stakes action with ecological suspense, plunging viewers into an unforgiving alien wilderness where nature is both breathtaking and deadly—and humanity is the intruder.



A man in a dark suit is shown in a floating, suspended position within a futuristic, circular chamber. The chamber has a metallic, industrial appearance with various pipes and structures. A bright, glowing light source is visible in the center of the chamber, creating a strong lens flare effect. The overall atmosphere is dark and mysterious, with a focus on the man's silhouette against the bright light.

HOOK

ALIEN SAFARI offers a groundbreaking concept ripe for a billion-dollar franchise, blending the thrills of JURASSIC PARK with the intrigue of WESTWORLD in a fresh Man vs. Nature narrative. This screenplay departs from the well-trodden paths of Man vs. Man conflicts to unveil the vibrant, untamed beauty of the future, set against a backdrop of unparalleled peace and prosperity. In a time craving originality and optimism, ALIEN SAFARI promises an epic cinematic journey, showcasing the awe-inspiring possibilities of harmony between humanity and the wild.



OVERVIEW

ALIEN SAFARI speaks directly to today's cultural climate, weaving a powerful science fiction adventure with moral relevance. It pushes beyond typical genre conventions, offering both thrilling entertainment and a compelling social commentary on humanity's relationship with nature.

Set in a distant future where safaris span the cosmos, customers embark on interplanetary journeys, hunting extraordinary creatures in their native habitats. The story's rich world-building and unique premise deliver an experience that's exhilarating, thought-provoking, and visually immersive, making it a standout candidate for funding and distribution.

With its fresh perspective on safaris and groundbreaking approach to sci-fi, ALIEN SAFARI promises to captivate audiences seeking bold, boundary-pushing narratives.

AT ITS CORE

At its core, ALIEN SAFARI is about a man who reveres animals, standing against humanity's instinct to conquer what it doesn't understand.

Eddie Wesson isn't a trophy hunter—he's a scout and photographer who has lived among alien wildlife long enough to recognize them as intelligent, interconnected, and alive in ways that mirror our own. While Interworld Safari sells exploration, what it truly offers is conquest: the arrival of armed outsiders who claim dominion over new worlds simply because they can.

Luxury safaris and "clone-and-replace" technology function as moral disguises, allowing destruction to proceed without consequence. Eddie's conviction isn't driven by ideology, but by experience. He's seen the cost firsthand, and he understands that replacement is not preservation.

ALIEN SAFARI ultimately asks a fundamental question: when humanity reaches the farthest corners of the universe, will we choose reverence—or repeat the same instincts that have already brought us to the brink?





WHY NOW

We live in a moment where technology promises endless solutions while the natural world continues to vanish. Climate collapse, mass extinction, and environmental exploitation are no longer abstract threats—they are present realities, often masked by innovation and convenience.

ALIEN SAFARI reflects this mindset by projecting it into the future, where conquest is rebranded as exploration and destruction is justified through technology. Wealth grants access, progress provides cover, and harm is dismissed by the promise that everything can be replicated.

At a time when humanity believes it can go anywhere and fix everything, ALIEN SAFARI asks a pressing question: if we don't change how we treat the world we have, what stops us from repeating the same destruction everywhere else?

HEROES





EDDIE WESSON

EDDIE WESSON (30s) is currently at a crossroads in his life. As an Interworld Safari Scout, he reveled in surveying and recording the habits of exotic wildlife, forging a deep bond with these creatures. But his recent promotion to Safari Guide, the pinnacle of sought-after roles, has thrust him into a moral quandary. Now, tasked with assisting hunters in the pursuit and killing of these majestic beings, Eddie finds himself grappling with a profound disdain for their shallow desires and the hollow concept of trophies. In just two months of being a guide, his passion has transformed into a fierce opposition, setting the stage for a gripping expedition of conscience and courage.



GENERAL LENNOX

GENERAL RICHARD LENNOX (50s) is famed for his crowning achievement: Space-Tunnels, ushering in interstellar travel. Leading the operation from 2215 to 2219, he's a man of diverse passions, honed during his late twenties hunting big game in East Africa. With a no-nonsense demeanor, his dry humor seldom surfaces, yet beneath lies a reservoir of honor and loyalty. But his unwavering allegiance occasionally entangles him with the wrong crowd, posing threats to his well-being. Prepare to delve into the riveting voyage of a man whose legacy intertwines with danger and honor alike.





ZOE DUUN

ZOE DUUN (30s), is a celebrated documentarian whose expertise lies in filming safari expeditions across twelve newly discovered worlds. Despite the inherent danger, Zoe remains unfazed, her nerves as steady as they come. Independent to the core, she hasn't pursued romance in years, finding fulfillment within herself. As an empath, Zoe feels the pains of others deeply, a quality that elevates her filmmaking, capturing truth in a relatable manner. Get ready to embark on a captivating crossing with Zoe, where danger meets discovery, and empathy breathes life into every frame.



RED ZEBRA

RED ZEBRA (30s) is the enigmatic leader of The Masked, a decentralized resistance movement dedicated to exposing Interworld Safari's atrocities. Intelligent, disciplined, and fiercely principled, she believes the universe is not humanity's dominion to conquer. Where corporations hide behind technology and profit, Red Zebra operates in shadows, leveraging strategy, media, and precision strikes to disrupt exploitation on a galactic scale. She is neither reckless nor vengeful—she is purposeful. To her followers, she is a symbol of restraint and accountability; to Interworld, she is a dangerous reminder that conquest always breeds resistance.



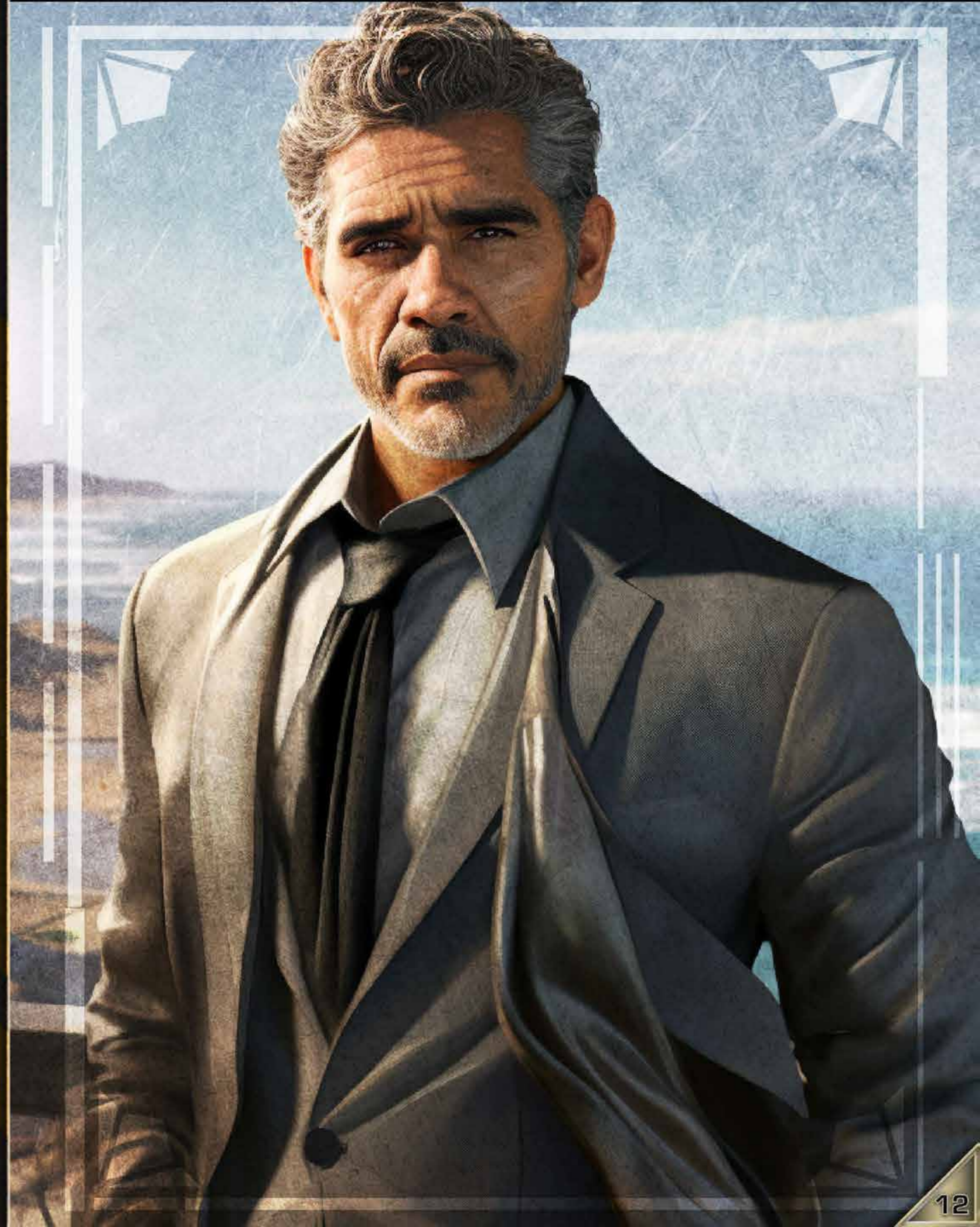


VILLAINS



DANTE MORALES

DANTE MORALES (40s) is one of the wealthiest men on the planet and the mastermind behind Interworld Safari. His groundbreaking Eco-Clones has reshaped bio-replication, driving his company to global success. Morales's articulate charm conceals a deep-seated greed, fueling his relentless pursuit of dominance. Despite facing assassination attempts, his unwavering ambition to leave an indelible mark on history remains resolute. Get ready for a riveting tour through the complexities of power, desire, and ambition as we delve into Dante Morales's world.





NAOMIE ORTIZ

NAOMI ORTIZ (30s) is a formidable marksman and ex-Navy SEAL whose disdain for weakness colors her interactions. Though she is quite wealthy, she is a penny-pincher, and few would suspect her true financial status. Raised in foster care, Naomi's upbringing instilled a deep-seated distrust of others, leading her to embrace self-reliance and solitude. With little humor and even less patience, she navigates life with a stoic demeanor, wary of relying on anyone but herself. Brace for a clash with Naomi - a solitary figure shaped by a past of hardship and resilience.



JOYCE LENNOX

JOYCE LENNOX (40s) is a woman of elitist stature, reveling in the wealth provided by her husband, General Lennox. Childless and self-absorbed, Joyce's most reprehensible trait lies in her duplicity. Despite her oversexed nature, she shamelessly displays inappropriate behavior. Aware of her striking beauty, Joyce wields it with calculated precision. In her youth, she grappled with kleptomania, a trait that has only intensified with age, enabling her to acquire desires through manipulation and deceit. Prepare to encounter Joyce - a complex character whose allure masks a web of deception and desire.





DYLAN STONE

DYLAN STONE (30s) is a survivor with an unconventional charm. Despite not being the brightest, he navigated his one-year contract as an Interworld Scout and now aims for the prestigious Guide School. Dylan's shameless attempts to impress superiors reveal his eager-to-please nature, while his womanizing tendencies reflect his aversion to intimacy and self-centered focus. Financially reckless, he overspends to impress fleeting romantic interests, often finding himself broke. Yet, his easygoing nature adds a dash of likability as he refuses to take himself too seriously. Prepare to meet Dylan - a character whose blend of survival instincts and laid-back demeanor paints a unique portrait of resilience and charm.

SYNOPSIS PT1

In a future where Interworld Safari dominates with its interstellar hunting expeditions, alien wildlife scout-turned-guide Eddie Wesson is torn between his role in the company and the rising ethical concerns around its practices. After a violent encounter with reckless hunters, Eddie is assigned to guide General Richard Lennox, a key figure in the development of Space-Tunnels, on a safari to a newly discovered planet. Unknown to most, Eddie also works covertly with The Masked, a group protesting Interworld's ecological exploitation, but he plans for this to be his final intelligence-gathering mission.

Eddie joins Lennox's crew aboard the spaceship "The Hemingway," which includes Lennox's ambitious wife Joyce, his bodyguard Mitch, and documentarian Zoe Duun. Their journey leads to a planet altered by galvanic meteorites, with stunning but dangerous flora and fauna.



SYNOPSIS PT2

Tensions escalate as Lennox becomes obsessed with hunting a rare species, ignoring Eddie's warnings. The mission spirals into chaos when the targeted creature and its offspring retaliate, revealing the planet's dangers. Amid the turmoil, Eddie uncovers Joyce's collusion with Interworld CEO Dante Morales to stage Lennox's death, prompting Morales to deploy assassins to ensure the plan succeeds.

As the assassins, wild creatures, and Eddie's group collide, Eddie discovers the planet's dark secret—it serves as a graveyard for clones discarded by Interworld. This revelation solidifies his mission to expose the company. In a final confrontation, Eddie and Lennox turn the tables on Morales, leaving him stranded on the planet to face its natural consequences. With their lives forever changed, Eddie and Lennox set out to right the wrongs of their past, envisioning a future where humanity coexists responsibly with the universe.



WORLD

The year is 2222, a time of peace and prosperity for all. After the Plague of 2111 claimed a quarter of Earth's population, humanity emerged united and redirected its military might toward exploration, with war now extinct. Soon after, interplanetary travel was accomplished—enabled by “Space-Tunnels” devised by General Richard Lennox, and opened the stars to humankind.

Now, thrill-seekers flock to Interworld Safari, a luxury expedition company founded by famed eco-cloner Dante Morales and General Lennox. Clients pay to hunt exotic creatures on distant worlds—guided safely by Safari Guides. To counter ecological damage, all hunted species are cloned.

Despite protests from a radical group known as The Masked, Interworld Safari thrives. One year in, it's a runaway success - unearthing new planets and delivering the ultimate adventure to those eager to tame the universe.



THE MASKED



EDDIE WESSON

INTERWORLD SAFARI

EXTINCTION IS A THING OF THE PAST

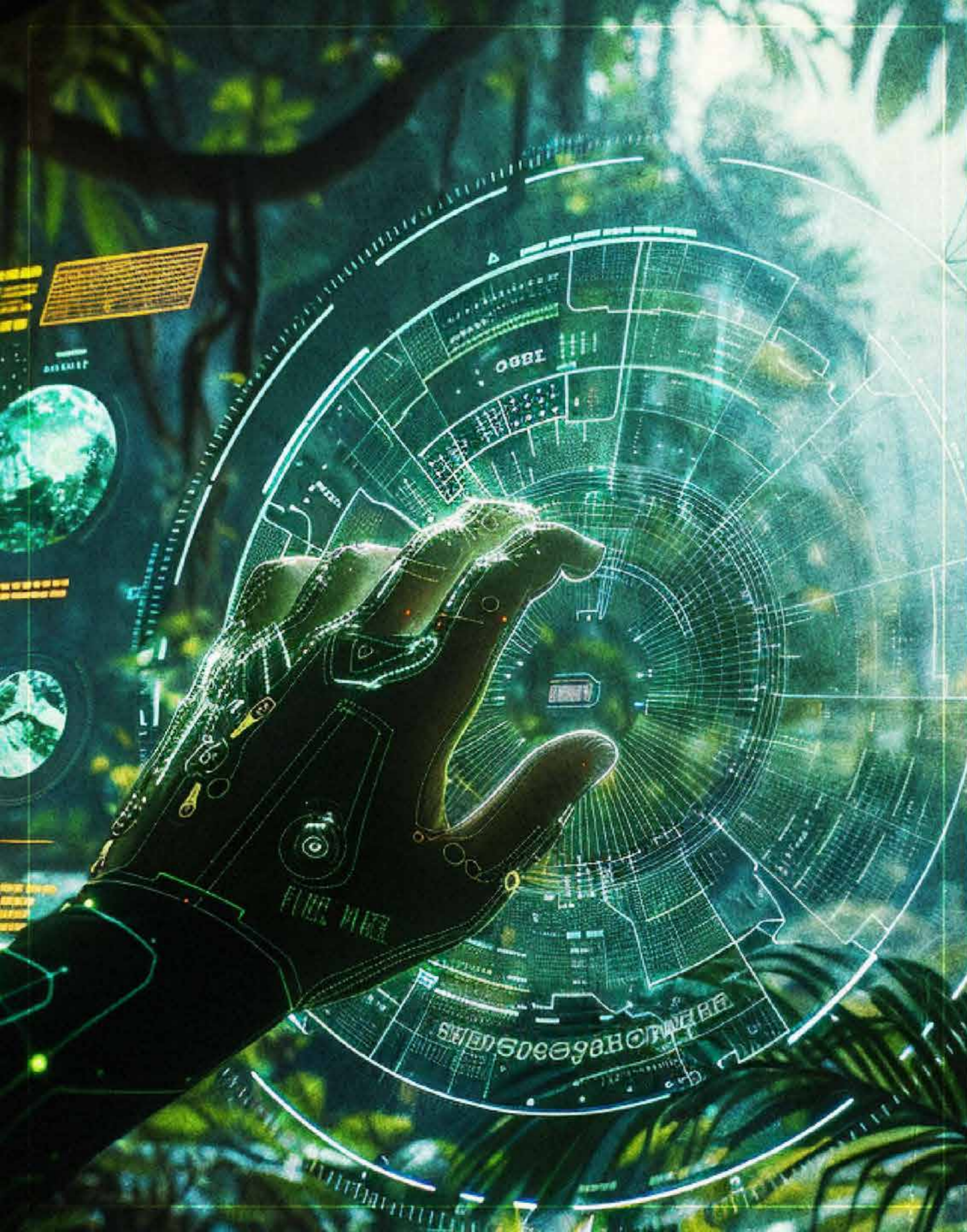


VFX WORKFLOW

ALIEN SAFARI will blend practical filmmaking with strategic VFX to deliver cinematic spectacle on a lean budget. Creatures will be realized using a hybrid approach: on-set puppetry and suit elements enhanced with CG overlays, minimizing full-CG shots. Environments will combine location photography with matte paintings and in-camera effects, limiting intensive compositing use.

Inspired by *Godzilla Minus One*, plates will be shot with VFX in mind—locked cameras, natural light, and minimal tracking—to reduce post overhead. Alien landscapes will be created using photogrammetry and smart reuse of digital assets. Previs will guide the edit and ensure efficient shoot days. This streamlined pipeline allows for epic visuals without blockbuster costs, supporting the story without overshadowing it.





VIDEO GAME

The ALIEN SAFARI universe expands into an immersive gaming frontier, where players explore alien worlds brimming with exotic wildlife, weaponry, and planetary challenges. Choose your role—Scout, Guide, or Hunter—each with distinct skills, and race to return to Earth with as many Trophies as possible.

Each planet is a dynamic level filled with unpredictable terrain, hostile creatures, and ever-changing weather—collectively known as Hunting Territories. Trophies can be traded, sold for upgrades, or kept as rare collectibles, fueling a vibrant community of intergalactic trophy hunters.

Gameplay is a cycle of exploration, strategy, and survival, rewarding those who adapt and outsmart alien threats. Whether you're seeking riches, reputation, or rare gear, the journey never ends—there's always a new world to conquer, a new Trophy to claim, and a new threat waiting beyond the stars.

PREQUEL SERIES

The universe of ALIEN SAFARI expands with a thrilling PREQUEL SERIES exploring the origins of Interworld Safari.

At its heart is the bond between General Lennox, architect of Space-Tunnels, and Dante Morales, visionary founder of Interworld Safari. Their friendship lays the foundation for the empire that follows, offering viewers a front-row seat to its genesis.

The series also tracks a young Eddie Wesson during his two pivotal years as a Scout, chronicling the challenges and breakthroughs that shaped the man we meet in the film.

To ensure continuity, the same cast—including Lennox, Morales, Mitch Gillard, Zoe Duun, and Eddie will return, deepening emotional resonance and enriching the ALIEN SAFARI experience.



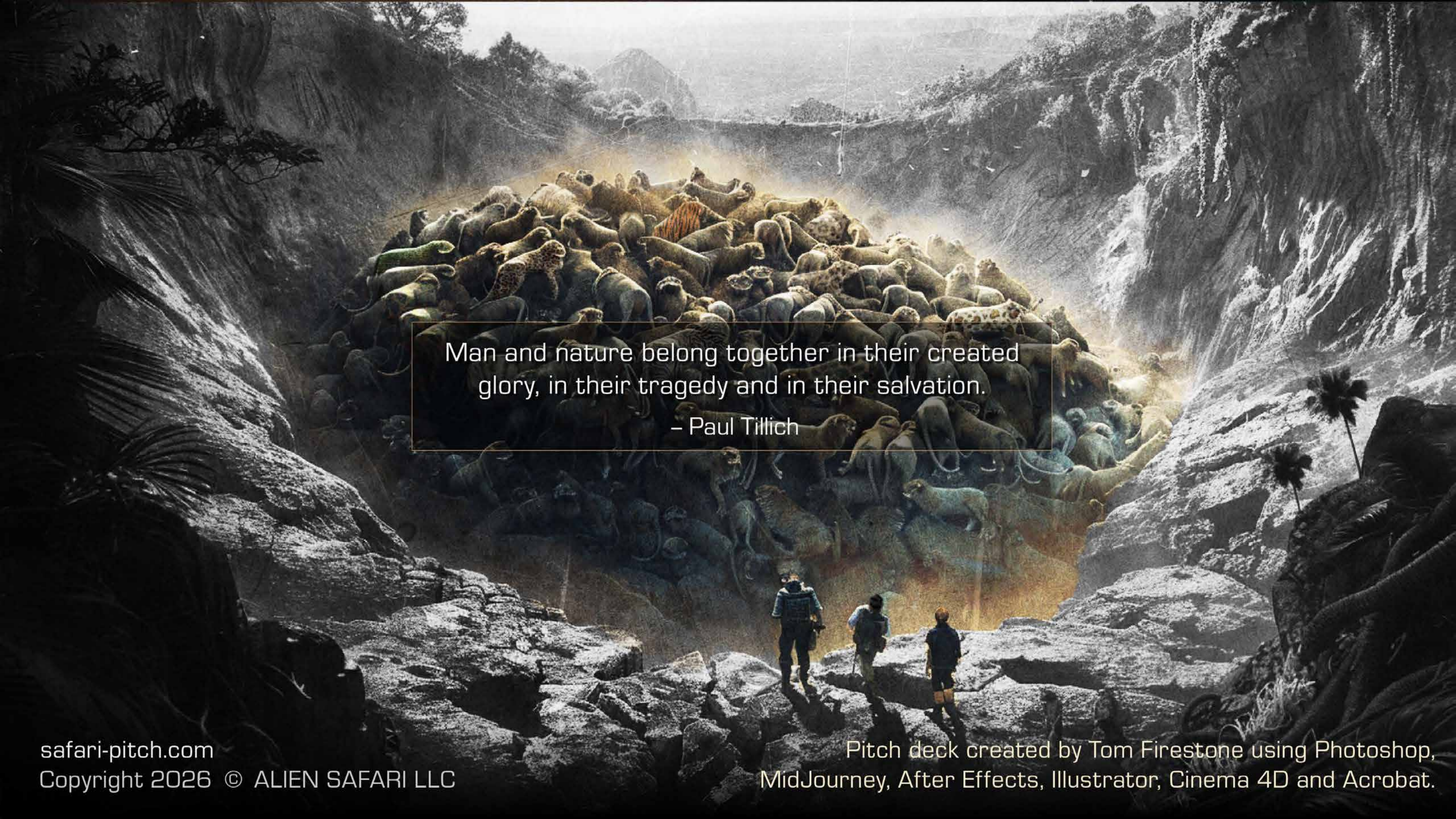


BIO

Tom Firestone and **Martin Meunier** are an award-winning creative team with two decades of experience in film, animation, and television. The pair sold their original pitch “Antonius” to Walt Disney Feature Animation and developed it in collaboration with studio executives. Tom, a graduate of the School of Visual Arts in NYC with a BFA in Film, is an IATSE motion designer whose work includes digital content for The Blacklist (100+ episodes), Tokyo Vice and The Night Agent. He has worked with Lucasfilm Ltd., Netflix and FX. Martin, a Technical Academy Award winner, has worked as an animation director and supervisor and has worked as a writer for ZAG Animation Studios. He has also contributed design and animation for Starship Troopers, The Day After Tomorrow and The Life Aquatic.

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Man and nature belong together in their created glory, in their tragedy and in their salvation.
– Paul Tillich