

Teaser Trailer 

ALIEN SAFARI



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

– Fred Bear



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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)

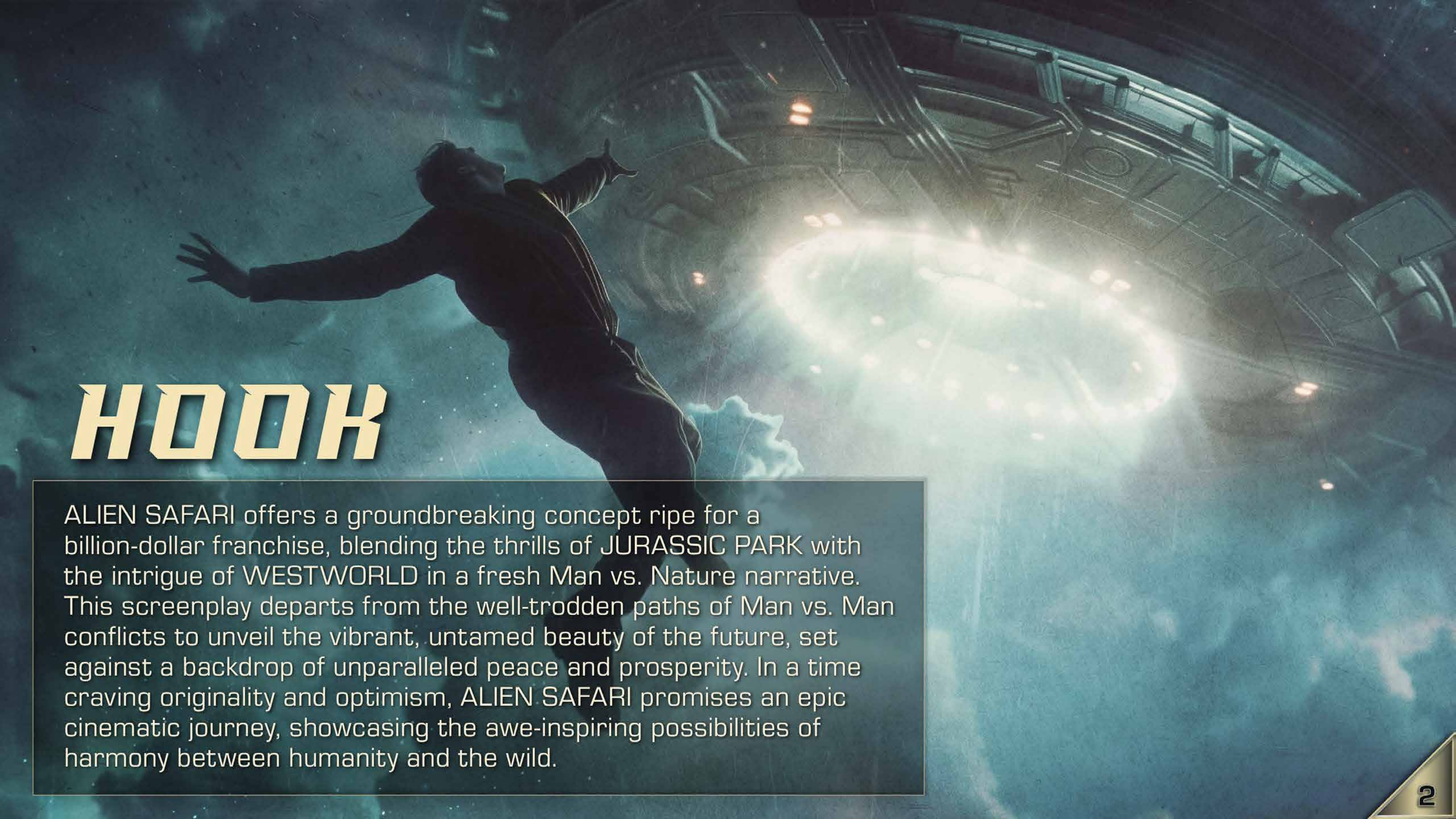
Production: Live-Action/VFX Workflow

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 floating in space, arms outstretched, looking up. In the background, a large, complex, futuristic structure, possibly a space station or a large ship, is visible, illuminated by bright lights. The scene is set against a backdrop of a blue and white nebula or galaxy.

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 unique 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 began his career at Interworld as a safari scout and photographer, living among alien wildlife long enough to recognize these creatures as intelligent, interconnected, and worthy of protection.

Interworld Safari disguises conquest as exploration, using luxury expeditions and “clone-and-replace” technology to make destruction appear consequence-free. But Eddie has seen the truth firsthand: replacement is not preservation.

ALIEN SAFARI ultimately asks a fundamental question: when humanity reaches the farthest corners of the universe, will we learn to respect the life we discover—or repeat the same destructive instincts that have followed us throughout history?





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) joined The Masked with one purpose: to infiltrate Interworld Safari and bring it down from within. A lifelong animal lover, Eddie has spent the past year inside the company, beginning as a Safari Scout, surveying alien worlds and documenting their wildlife while quietly gathering evidence against the industry exploiting them. His recent promotion to Safari Guide gives him unprecedented access to Interworld's most coveted expeditions—and brings him closer than ever to exposing the truth. But it also forces Eddie to lead wealthy hunters in pursuit of the very creatures he has sworn to protect. Now, after a year undercover, Eddie may finally have the opportunity to destroy Interworld from within.

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 who has filmed safari expeditions across twelve newly discovered worlds, earning a reputation for remaining calm when everyone else is running for cover. Independent, perceptive, and fearless behind a camera, Zoe has built her life around documenting truth rather than becoming part of anyone else's story. A natural empath, she feels the suffering of others deeply, allowing her to capture moments most people overlook. But on this expedition, remaining an observer becomes increasingly impossible. As the hunt spirals out of control and Interworld's secrets begin to surface, Zoe's camera becomes more than a tool for documenting events—it becomes a witness, placing her in a position to help expose the truth.

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 Earth and the visionary mastermind behind Interworld Safari. His revolutionary Eco-Clone technology transformed bio-replication and built him an empire, allowing hunters to kill exotic alien wildlife under the promise that every animal can simply be replaced. Articulate, charismatic, and ruthlessly ambitious, Morales presents himself as an explorer and conservationist while privately protecting a business built on exploitation. He views alien worlds as resources waiting to be claimed and anyone threatening Interworld as an obstacle to be removed. With his legacy and fortune tied to the company's success, Morales will go to extraordinary lengths to protect the illusion that made Interworld possible—and ensure history remembers his name.





NAOMI ORTIZ

NAOMI ORTIZ (30s) is a former Navy SEAL and expert marksman who approaches an alien safari with the same discipline she once brought to combat. Tough, observant, and fiercely self-reliant, Naomi has little patience for weakness, recklessness, or anyone who cannot pull their weight. Raised in foster care, she learned early that depending on others usually ends in disappointment, leaving her guarded and slow to trust. Despite considerable wealth, Naomi lives frugally and has no interest in flaunting what she has. On the expedition, her military instincts make her one of the group's most capable survivors—and someone Eddie cannot easily dismiss. Beneath her hardened exterior is a woman accustomed to protecting herself, even when survival ultimately demands that she place her trust in others.

JOYCE LENNOX

JOYCE LENNOX (40s) is elegant, entitled, and accustomed to a life where privilege opens every door. The stunning wife of General Richard Lennox, she wears her status effortlessly, regarding those beneath her with a sharp tongue and casual superiority. But behind the polished exterior is a calculating opportunist with loyalties of her own. Secretly aligned with Dante Morales, Joyce uses her access to Lennox to keep Morales informed, even as her husband begins questioning Interworld's practices. She has little patience for conscience, sentiment, or anything that threatens the life she believes she deserves. When Lennox's growing concern for the wildlife puts him at odds with Morales, Joyce makes her choice. Ambitious and ruthlessly self-serving, she ultimately values power and privilege over her marriage.





DYLAN STONE

DYLAN STONE (30s) is a survivor with an unconventional charm. Impulsive and not always blessed with the best judgment, he nevertheless navigated his one-year contract as an Interworld Scout and now has his sights set on the prestigious Guide School. Dylan's shameless attempts to impress his superiors reveal an eager-to-please streak, while his womanizing masks an aversion to intimacy and a tendency to put himself first. Financially reckless, he routinely overspends to impress fleeting romantic interests, leaving himself perpetually broke. Yet Dylan's easygoing nature and refusal to take himself too seriously make him surprisingly likable—a flawed but resourceful survivor whose instincts often serve him better than his decisions.



General Information
File: ZM-001-2024-001
Date: 2024-01-15
Location: Zentharia Forest, Sector 7
Status: Active
Priority: High
Notes: This creature is a member of the Zentharia species, known for its aggressive behavior and territorial nature. It was first observed in the Zentharia Forest, Sector 7, on January 15, 2024. The creature is currently active and is being monitored closely. It is important to exercise caution when dealing with this species, as it is known to be highly territorial and aggressive.

Parameter	Value	Unit	Range	Notes
Length	5.0	meters	4.5 - 5.5	Average length
Weight	300	kilograms	250 - 350	Average weight
Speed	10	km/h	8 - 12	Average speed
Strength	1000	kg	800 - 1200	Average strength
Aggression	High	Level	Medium - High	Aggression level

BIOLOGY

Species: Zentharian Manta
Classification: Chordate
Genus: Zentharia
Average Length: 5 meters
Average Weight: 300 kilograms
Anatomy: Quadrupedal

THREAT LEVEL ASSESSMENT

Hazards: Moderate risk to human explorers due to predatory nature and territorial behavior. Exercise caution during nocturnal hours and near nesting sites.

SYNOPSIS

In 2222, Interworld Safari sends wealthy hunters across the universe to kill exotic alien wildlife, promising every animal will be cloned and replaced. But Guide Eddie Wesson knows something is wrong. Haunted by his father's death at the hands of poachers, Eddie has secretly infiltrated Interworld on behalf of The Masked, an activist group determined to expose the company.

When military legend and Interworld co-founder General Richard Lennox selects Eddie to guide an expedition to the newly discovered Planet 13, Eddie sees his chance to uncover the truth. But the strange world proves extraordinarily dangerous, its electrical storms and uncanny wildlife turning the hunt into a fight for survival.

Then Interworld CEO Dante Morales arrives with assassins and a plan to murder Lennox, whose own investigation has uncovered a devastating secret: Interworld's cloning program is failing. Replacement animals are rejected and killed by their herds, meaning hunters are slowly driving alien species toward extinction.

Forced together, Eddie and Lennox flee across the planet and discover the evidence—a massive graveyard filled with discarded Eco-Clones. After surviving Morales and the planet's deadly wildlife, they turn the tables on him and return home with proof capable of destroying Interworld—and exposing the true cost of humanity's conquest of 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



INTERWORLD SAFARI

EXTINCTION IS A THING OF THE PAST

VFX

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.

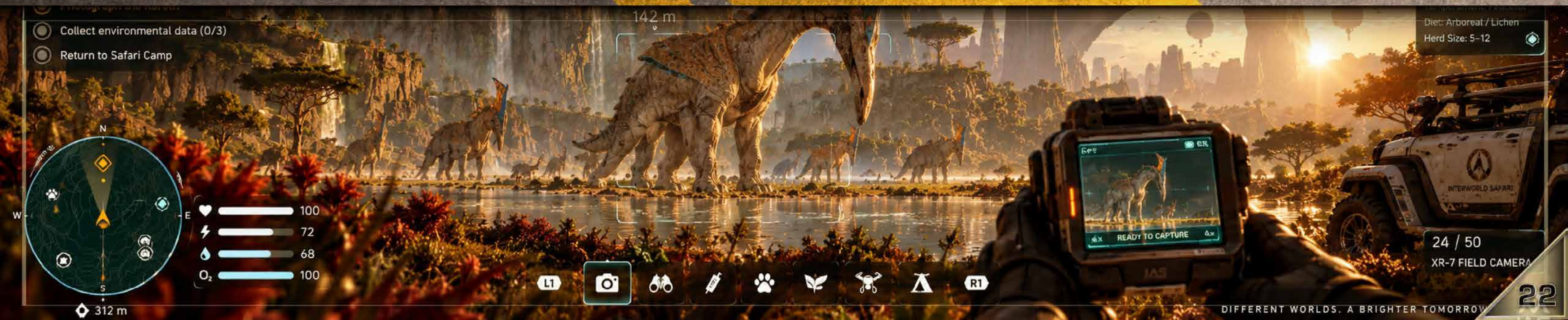


VIDEO GAME

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

Each planet becomes a dynamic Hunting Territory with unpredictable terrain, hostile creatures, and changing weather. Trophies can be traded, sold for upgrades, or kept as rare collectibles.

Gameplay blends exploration, strategy, and survival, rewarding players who adapt and outsmart alien threats. There's always another world to explore, another Trophy to claim,



PREQUEL SERIES

The universe of ALIEN SAFARI expands with a thrilling PREQUEL SERIES exploring the origins of Interworld Safari, its rise to global dominance, and the secrets behind its creation. At its heart lies a central question: How far will humanity go to conquer new worlds—and what happens when someone fights back?

The series centers on General Lennox, architect of Space-Tunnels, and Dante Morales, visionary founder of Interworld Safari, whose friendship lays the foundation for an empire. It also follows Eddie Wesson during his pivotal year as a Safari Scout, revealing the mission that brought him inside Interworld. Lennox, Morales, Mitch Gillard, Zoe Duun, and Eddie return, connecting the series directly to the film.





BIO

Tom Firestone and Martin Meunier are an award-winning creative team with extensive experience spanning film, animation, and television. Their collaboration began with the original animated feature *Antoniou*, which they sold to Walt Disney Feature Animation in 2002 and developed with the studio.

Tom is an IATSE motion graphics designer and School of Visual Arts graduate whose credits include *The Blacklist*, *The Night Agent*, *American Horror Story*, *Unbreakable Kimmy Schmidt*, and *Person of Interest*, with work for Lucasfilm, Netflix, FX, A&E, and NBC.

Martin is a Technical Academy Award winner, animation director, supervisor, and longtime writer at ZAG Animation Studios. His ongoing collaboration with director Henry Selick includes Netflix's *Wendell & Wild*. Together, Tom and Martin bring a combination of storytelling, VFX, design, and production experience to *ALIEN SAFARI*.

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Teaser Trailer 

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