



ALIEN SAFARI

Live-Action Feature Pitch Deck
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safari-pitch.com



765-23

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

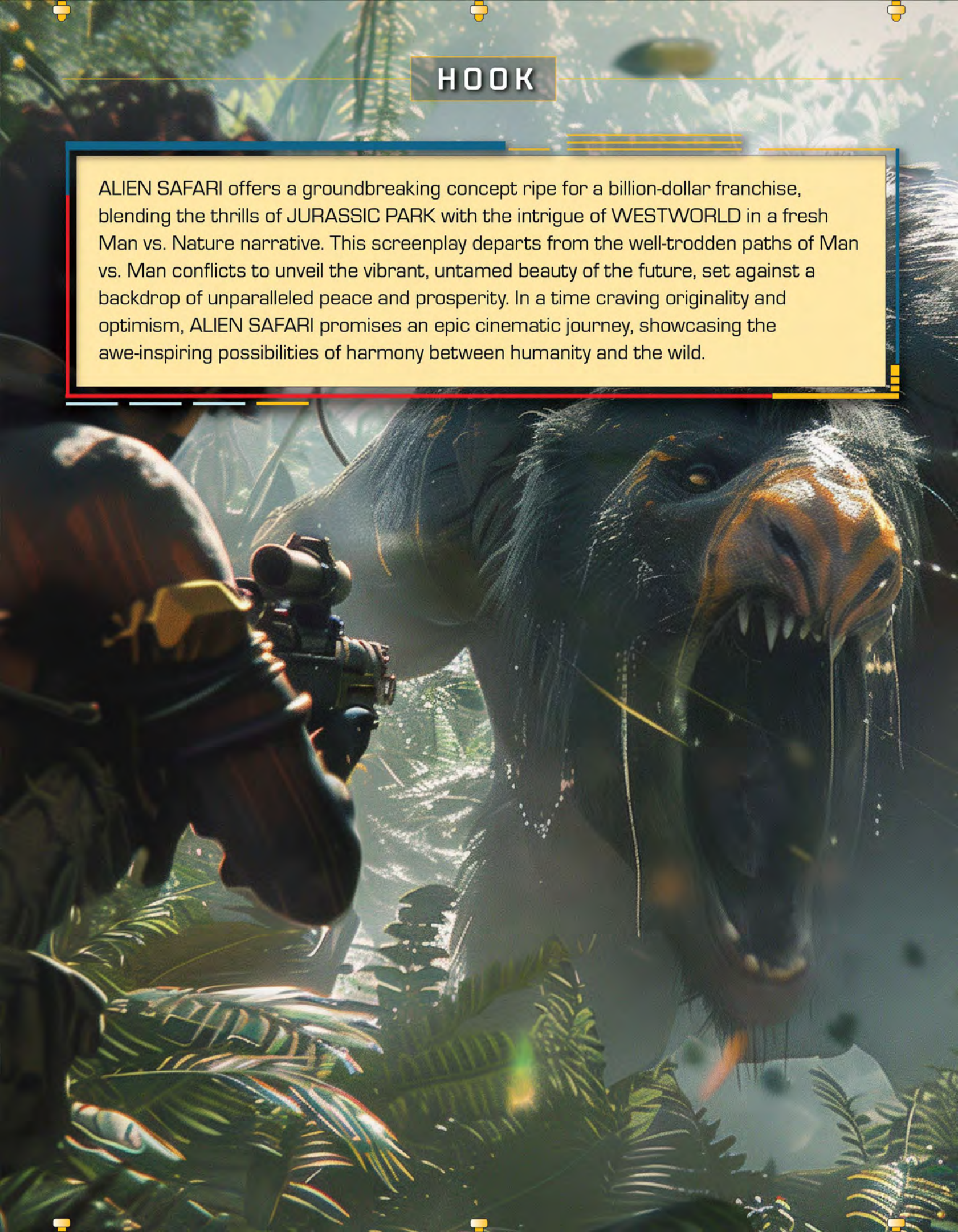
In a futuristic culture consumed by interplanetary safaris and hunting extraterrestrial wildlife, a morally conflicted guide embarks on one final expedition, only to discover that his group has become the prey.

Tone: JURASSIC PARK meets WESTWORLD
Genre: Sci-Fi - Action - Drama - Creature Feature
Format: Feature (111 pages)
Production: Live-Action/VFX Workflow
Budget Range: 100 -130 Million
Rating: R



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

In the current cultural and political landscape, ALIEN SAFARI emerges with a "Why Now" that's crystal clear, weaving a narrative that resonates with the moral fabric of our times. This science fiction adventure doesn't just assail; it challenges us as an audience, breaking away from the expected norms to deliver a powerful and thought-provoking experience.

At its core, ALIEN SAFARI transcends the traditional science fiction tentpole. It introduces a dynamic leading character and a concept that goes beyond the conventional, offering a unique blend of entertainment and moral reflection. It's not just a story; it's a cultural and political commentary wrapped in the guise of intergalactic exploration.

Venturing into the backdrop of ALIEN SAFARI takes us to uncharted territories in terms of storytelling and imagination. Set in the distant future, where safaris have evolved into interplanetary odysseys, customers are granted the opportunity to traverse various planets, witnessing extraordinary creatures in their natural habitats. The objective? Hunt these creatures and bring home trophies from the cosmos. The screenplay unfolds with exhilarating scenes featuring otherworldly wildlife, promising to captivate and thrill audiences in unprecedented ways.

This story's unique proposition makes it a prime candidate for funding and distribution. The canvas it paints appeals to those who crave high-impact entertainment, offering a jam-packed science fiction adventure that goes beyond the ordinary. ALIEN SAFARI's distinctive world-building and its fresh take on safaris elevate it to heights beyond imagination, deviating from genre clichés to present an unpredictable and enticing narrative that piques the interest of potential investors.

The premise is tailor-made for an audience passionate about exploring different worlds and indulging in the wonders of science fiction content. ALIEN SAFARI, with its groundbreaking approach, not only challenges the genre norms but also establishes itself as a project poised for success in an era hungry for narratives that push the boundaries of imagination.

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SYNOPSIS

In a distant future dominated by Interworld Safari, a company offering extraterrestrial wildlife hunts, **EDDIE WESSON** (30s) rises from scout to guide, but ethical concerns surface amid the allure of glory and trophies, fueling unrest led by The Masked. Eddie grapples with the moral implications of the controversial practice.

After a run-in with out-of-control hunters, he's summoned by CEO **PHILIPPE DELATOURE** (50s). Eddie has been specially requested to guide **GENERAL RICHARD LENNOX** (50s), the force behind the Space-Tunnel, on a safari to a newly discovered planet.

Eddie meets with the leader of the protest movement The Masked, which is working to expose Interworld and its interstellar ecological exploitation. Eddie is a double agent, but he's burned out: this is the last intelligence-gathering mission he'll run.

Boarding Lennox's spacecraft, "The Hemingway," Eddie encounters a motley crew, including the cocky General, his bodyguard **MITCH GILLARD** (40s), wife **JOYCE LENNOX** (40s), and documentarian **ZOE DUUN** (30s). It also turns out Lennox used to hunt with Eddie's dead father, a big absence in his life.

The mission leads them to a planet transformed by galvanic meteorites, causing an electrical imbalance that mutates the ecosystem into mesmerizing translucent and monochromatic flora and fauna. Despite warnings, Lennox pursues a unique species. Lennox's determination to claim his trophy leads to a confrontation with an indestructible creature. Chaos ensues as the creature's vengeful offspring join the pursuit.

It's revealed that Joyce is in cahoots with Delatour to stage her husband's death. Delatour assembles a crack team of assassins, **NAOMI ORTIZ** (30s) and **DYLAN BLACK** (30s), and heads to the newly discovered planet to stage Lennox's heroic end in a "hunting accident."

Delatour and his assassins arrive, but their gun battle ends abruptly as ferocious orphans seek revenge. Eddie, Lennox, and Zoe flee, pursued by humans and animals. A confrontation follows, exposing Delatour and Joyce's sinister plan to eliminate Lennox for knowing the truth: Clones are swiftly eradicated by their own kind.

As Delatour's kill team closes in, Eddie discovers the real purpose of this "newly" discovered planet: it's a graveyard for Interworld's dead clones. This is the last piece of evidence he needs.

After narrowly escaping Delatour's last assassin, Eddie and Lennox confront Delatour at The Hemingway. Despite Delatour's resistance, Eddie and Lennox overpower him. Both men, done with killing, decide to leave Delatour on the planet, allowing nature to take its course.

In the aftermath, Lennox seeks redemption, and the duo contemplates positive change. Their journey becomes a testament to the complex interplay between man and nature, offering hope for a future where humanity treads lightly on the cosmos' delicate balance.

WORLD OF ALIEN SAFARI

Step into the future, where it is the year 2222, and the world basks in a time of peace and prosperity after a global catastrophe known as the Plague of 2111, which claimed the lives of a quarter of the population and unified the world. What was once the realm of dreams has become a reality as the global militaries have traded conflict for exploration, venturing into the vastness of space.

Imagine a revolutionary leap in celestial mechanics – the power to control gravitational fields and bend space-time to establish pathways between planets. This innovation, known as Space-Tunnels, was pioneered by the US military under the visionary leadership of Four-star General Richard Lennox from 2215 to 2219. These tubular passageways now offer the incredible ability to lock onto destinations light-years away, enabling direct interplanetary travel within seconds.

Enter Philippe Delatour, the renowned Bio-Replicator and the 3rd wealthiest individual on Earth. In collaboration with his long-time colleague General Lennox, they birthed Interworld Safari – an endeavor to bring the marvels of these new worlds directly to Earth's most affluent clientele.

However, this cosmic venture faced resistance. Ecologists and animal rights activists, known as The Masked, donned animal-face masks as protest symbols, demanding the Interworld shutdown. Yet, against the odds, Interworld thrived, thanks to a specialized and vast organization with key divisions like the Scout Division and the Guide Division.

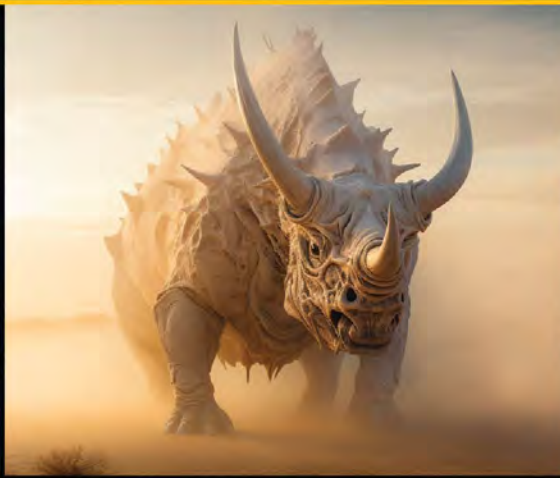
Scouts are sent to unexplored planets to document unique wildlife and habitats to hunt in designated Territories. DNA samples are collected, and animals are replaced by clones after every kill to ensure that animal populations are preserved. The most desired position in this hunting expedition is that of a Guide, who leads the hunters to these Territories where they can hunt the wildlife and claim their prey as their own.

Interworld, now three years old, is a roaring success, discovering new planets regularly. Customers willingly part with a billion dollars for the chance to bring home extraterrestrial wildlife trophies – highly prestigious objects in the society of tomorrow. Trophies become more than mere possessions; they are symbols of an era where humanity reaches for the stars and brings back the wonders of the cosmos to Earth.

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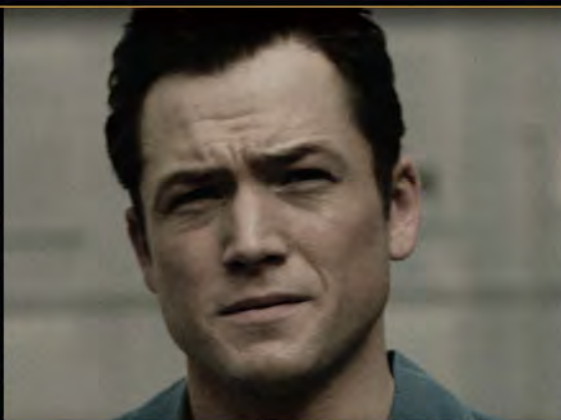
INTERWORLD SAFARI







GENERAL LENNOX



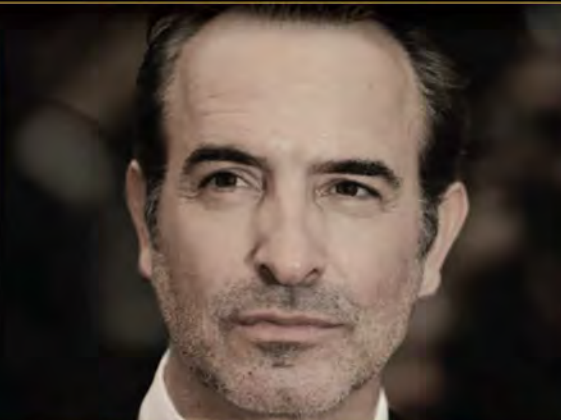
EDDIE WESSON



ZOE DUUN



JOYCE LENNOX



PHILIPPE DELATOUR



MITCH GILLARD



DYLAN BLACK



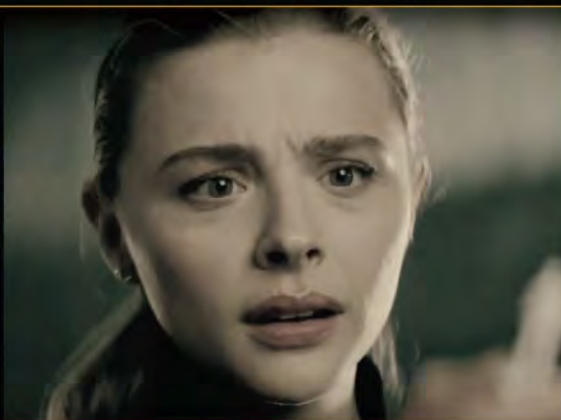
EMILY WESSON



NAOMI ORTIZ



AIDEN ACKLOYD



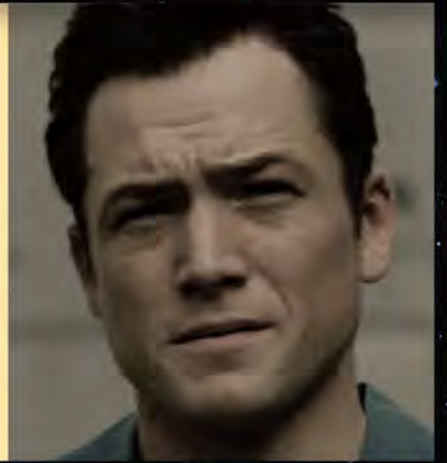
SCARLETT ACKLOYD



TEK-2

CHARACTERS

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 journey of conscience and courage.



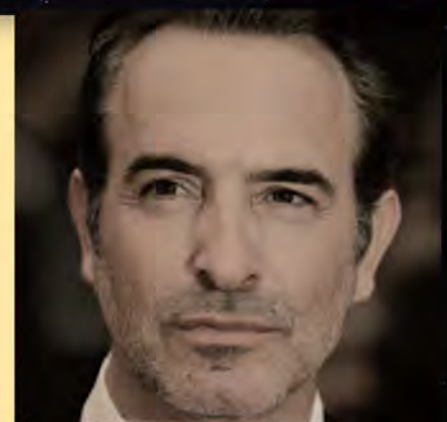
EDDIE WESSON



Introducing **General "Rich" Lennox** (50s), famed for his crowning achievement: Project Space-Tunnel, ushering in interstellar travel in 2213. 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 journey of a man whose legacy intertwines with danger and honor alike.

GENERAL LENNOX

Meet **Philippe Delatour** (50s), 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. Philippe'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 captivating journey through the complexities of power, desire, and ambition as we delve into Philippe Delatour's world.



PHILIPPE DELATOURE

CHARACTERS

[continued]



Meet **Zoe Duun** (30s), 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 journey with Zoe, where danger meets discovery, and empathy breathes life into every frame.

ZOE DUUN

Meet **Mitch Gillard** (40s), a formidable figure - a career Marine whose loyalty and patriotism are unwavering. Having served alongside General Lennox for most of his military career, Mitch commands respect as a stoic and disciplined soldier. Admiring the General, he aspires to embody his virtues. Highly skilled in weaponry, battlefield strategies, and unconventional tactics, he's a force to be reckoned with. Content in his self-reliance, Mitch has never married, finding fulfillment in his solitary path. Get ready to encounter Mitch - a symbol of loyalty, strength, and unwavering dedication in a thrilling journey through duty and conviction.



MITCH GILLARD



Meet **Joyce Lennox** (40s), 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.

JOYCE LENNOX

CHARACTERS

[concluded]

Meet **Emily Wesson** (30s), a compassionate soul whose unbreakable bond with her sibling, Eddie, was forged in the aftermath of their father's tragic murder by poachers. As a bartender at the Swill & Grill, Emily's warmth draws customers seeking her company. Despite her brilliance and membership in Mensa, she's content with her simple life, finding fulfillment in her role behind the bar. With a heart full of kindness and a longing for companionship, Emily lacks nothing but the company of her beloved brother. Get ready to meet Emily - a beacon of compassion and contentment—as she navigates life's simple pleasures and enduring bonds.



EMILY WESSON

Meet **Naomi Ortiz** (30s), 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 an encounter with Naomi - a solitary figure shaped by a past of hardship and resilience.



NAOMI ORTIZ

Meet **Dylan Black** (30s), 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.



DYLAN BLACK

PREQUEL SERIES

The universe of SAFARI isn't just limited to its main narrative; it opens up an enticing opportunity for a captivating PREQUEL SERIES, a journey into the origins of Interworld Safari. Imagine delving into the intricate web of relationships that birthed this intergalactic adventure!

The series would shine a spotlight on the camaraderie between General Lennox, the mastermind behind Project Space-Tunnel, and Philippe Delatour, the visionary creator of Interworld Safari and the 3rd wealthiest person on Earth. Their friendship becomes the bedrock upon which the entire SAFARI empire is built, and viewers get an exclusive pass to witness the genesis of their grand venture.

But it doesn't stop there. Before Eddie Wesson became an Interworld Junior Guide, he honed his skills as a Scout for the company for two pivotal years. This series becomes a narrative lens into those crucial years, exploring the challenges, triumphs, and defining moments that shaped Eddie into the character we know from the motion picture.

To maintain the seamless connection between the series and the film, efforts will be dedicated to retaining the same cast. This continuity ensures that the audience can immediately identify and relate to characters like General Lennox, Philippe Delatour, Mitch Gillard, Zoe Duun, and Eddie Wesson, fostering a deeper emotional connection and enriching the overall storytelling experience.

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VIDEO GAMES

The ALIEN SAFARI universe isn't confined to the silver screen alone; it's a goldmine for immersive gaming experiences. Picture this: a vast array of video games, each offering a never-ending arsenal of weaponry, diverse planets, and extraterrestrial wildlife to explore.

In this gaming odyssey, new worlds become dynamic levels, each with its own set of challenges and wonders. Your mission? Return to Earth, alive, with as many Trophies as possible, earned by navigating the complexities of uncharted territories, outsmarting elusive species, and overcoming the unpredictable elements of alien landscapes.

Players have the exciting choice of embodying a Scout, Guide, or Hunter, each with unique skills and perspectives. Back on Earth, the thrill continues as players can sell their hard-earned Trophies to upgrade their gear and weapons, creating a dynamic cycle of exploration and enhancement.

But the excitement doesn't end there – players can opt to keep Trophies as prized collectibles or engage in online trades with fellow players, fostering a community of intergalactic trophy hunters. The challenges intensify with dynamic weather conditions and treacherous terrains, aptly named Hunting Territories, adding an extra layer of strategy and excitement to players' gameplay.

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TOM FIRESTONE & MARTIN MEUNIER

Meet Tom Firestone, a storyteller and IATSE motion graphics designer who earned his BFA in Film from the School of Visual Arts in NYC. Tom's creative passion has taken him on an exciting journey through renowned companies like Lucasfilm Ltd., Netflix, FX, A&E Networks, and NBC.

In 2002, Tom, alongside his writing partner Martin Meunier, achieved a milestone by selling the pitch "Antonius" to Walt Disney Feature Animation. Their collaborative effort involved a year of dedicated development with Disney executives.

As a seasoned motion designer, Tom's design work has graced notable productions, including "The Blacklist" (100+ episodes), "Unbreakable Kimmy Schmidt," "Tokyo Vice," Ridley Scott's Netflix heist series "Kaleidoscope," and recent contributions to "American Horror Story" and "The Night Agent."

On the other side of the creative team is Martin Meunier, a Technical Academy Award winner for his outstanding achievements in animation. With seven years as a writer at ZAG Animation Studios, Martin has been a driving force in their feature film development endeavors.

Based in Los Angeles, Martin's collaborative journey with director Henry Selick spans three decades, culminating in their joint work on the Netflix-released stop-motion feature "Wendell and Wild" last year. Currently, Martin is channeling his creativity into writing a graphic novel for Dark Horse Comics.

Together, Tom and Martin form an unstoppable force, combining imagination and skill to craft immersive and captivating stories that resonate across various mediums and audiences.

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ALIEN SAFARI

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