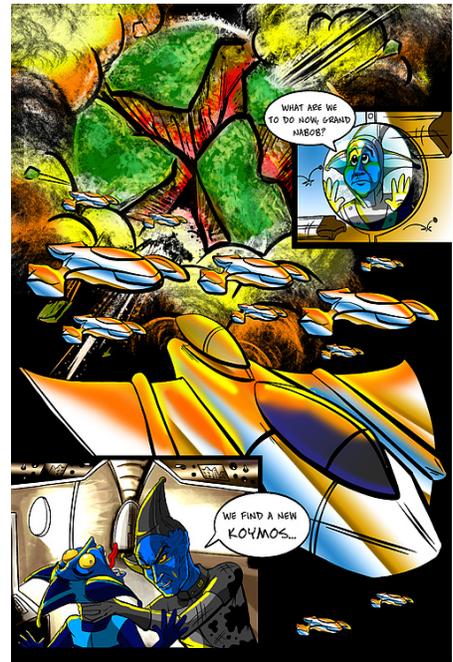


# alien abduction

## ANCILLARY PROPERTIES

### PREQUEL COMIC BOOK SERIES

The prequel comic book series “*Alien Abduction: Big, Empty Universe*” will expose fans of “*Alien Abduction*” to additional plotlines and back-stories, chronicling the adventures of the Alien and his blue race during their most challenging times. While the style and tone of the stories are still in the comedic sweet spot of the “*Alien Abduction*” feature film, they offer the “nerd niche” additional sci-fi to sink their teeth into with space battles and epic action, as well as frightening and hilarious alien races. The first three books will be individually released monthly in the three months leading up to the premiere of the feature, building excitement and solidifying a fan base for the film. Subsequent comics following the Koymosians’ adventures beyond Dave’s influence will keep fans reading and connecting with the film after its release.



### EXAMPLE COMIC BOOK PLOTLINES

**ESCAPE FROM KOYMOS:** The Koymosians desperately flee their doomed planet aboard the one thousand ships of the Koymosian Armada as their newly appointed leader, the Grand Nabob, faces the biggest challenge in Koymosian history.

**EVIL KOYMOS:** Believing they have discovered an ideal planet for their people, the Koymosians arrive on the planet Somyok, only to discover that it is an evil version of their once great civilization, one that faces a fate even worse than their own.

**THE DISCOVERY OF EARTH:** After nearly four hundred years, the Koymosians finally discover a planet perfectly suited to accommodate the remaining Koymosian population. However, it is inhabited. Exhausted by centuries of failed searching, the Grand Nabob hatches a plan to make Earth his New Koymos by putting the most inept Alien he can find in charge of proving the humans worthy of continued existence.

## ANIMATED TELEVISION SERIES



"*The Quest for Planet X*" ain't no Saturday morning cartoon. Bridging the gap between the release of the "*Alien Abduction*" feature film and the premiere of its sequel "*Biker Wars of Planet X*", the half hour animated series follows everyone's favorite Alien as he travels the galaxy in search of a new Koymos, encountering a universe of aliens even more bizarre than he is along the way. Structured like an insane *Star Trek*, this Adult Swim-style cartoon has the Alien episodically getting himself into one intergalactic escapade after another, all told in a 2D animation style reminiscent of 1980s cartoons like *Ghostbusters*, *Beetlejuice* and *He-Man* while maintaining audience engagement in the "*Alien Abduction*" universe.

### EXAMPLE CARTOON EPISODES

EPISODE 1 - The Koymosian Fleet receives a distress call from a small craft adrift in space. They rescue the craft's lone star-traveler, a four-eyed creature with the ability to read their minds. Unfortunately, he also has the *inability* to keep secrets, blurting out the very private opinions of the Alien and the rest of the Koymosians revealing what they actually think of each other.

EPISODE 2 - The Alien is stranded on a planet called "Rumour Quarve 9" which seems to be getting bigger by the day. Opinions on the cause of this planetary growth differ greatly amongst its inhabitants, but no one knows how it actually started. In fact, the planet is now at war over the puzzling mystery. Will the Alien become embroiled in the controversy and be blamed for the whole thing? It seems likely, even though he swears he never 'did the nasty' with Prime Minister Schlerma Rubsulon at her 160th birthday party, like the Rumour Quarve tabloids are saying.

EPISODE 3 - The wounded Koymosian Mothership takes refuge on a planet inhabited entirely by sentient beings that are an evolved version of the Koymosian Ghert Lobster, an irresistible delicacy to Koymosians that causes them to fall into an obsessive state in which they must gorge themselves upon the tasty crustaceans. Unfortunately, the delicious and succulent lobster people are incredible space-mechanics and impossibly friendly to the stranded Koymosians, who must now resist the insanity inducing need to eat the entire population of lobster people.

## GAMES & APPS

### PLATFORM GAME:

An incredibly popular video game genre is the genre of City Building games, such as the best selling "Sim City" series or "The Simpsons Tapped Out". What better platform to release an "*Alien Abduction*" game than one wherein players rebuild the once great planet Koymos? Commanding the Koymosian fleet, gamers will embark on an epic journey throughout the universe, taking a hands-on approach to solving their planet problem. Players will utilize strengths unique to Koymosians to rebuild their world on a suitable planet. The consistent popularity of city building games ensure the game's appeal not only to diehard fans of "*Alien Abduction*" but to a larger audience that consumes this type of entertainment, all with the goal of driving them towards the original feature film and its sequel. The game, like other Sim games, will be compatible with iPhone, Android OS, Windows, OSX, X-Box, and Playstation.



### MOBILE APP:



Similar to turning yourself into a zombie or a cartoon, the "*Alien Abduction: Alienate Yourself*" Mobile App will give fans the chance to turn themselves into a blue-faced Koymosian alien using face recognition technology. Additionally, the app will allow users the choice to take a photo expressly for the app or to use photos from their smart-phone or Facebook. Once a fan has been "Alienated" they will be able to save their photo, post it to social media sites or send it to friends via text or email directly from their mobile device.

## SEQUEL FEATURE

### “BIKER WARS OF PLANET X - ALIEN ABDUCTION 2”

The Koymosian race finally discovers an uninhabited world on which to rebuild their once great civilization. When the planet is caught in the middle of a massive, intergalactic turf war between two races of renegade Space Bikers, the Alien returns to Earth to enlist the help of the one man he knows who has saved a planet before; Dave Duberinski. Unfortunately, Dave is not the man he used to be. Scared straight by his experience with the Koymosians, Dave is living his life on the up and up. Now, he is in the precarious and dangerous position of having to revert back to the hard drinking, debauched man he once was in order to infiltrate the Space Bikers and save his Koymosian allies. The only question is, once back to his old ways, will Dave be able to return from the dark side?



In this Roger Corman-esque, sci-fi tribute to the 1960s B-Movie Biker genre, these larger than life characters do battle in a harsh, “Road Warrior” like world, in what would best be described as the “Army of Darkness” of the Alien Abduction movies.

## PREVIOUS WORK

Multi-platform is not just a concept to the “*Alien Abduction*” team. Their project “*Riese: Kingdom Falling*” succeeded well beyond its feature length content with a critically acclaimed Alternate Reality Game, a prequel novel published by Simon & Schuster and an iPhone/iPad game created in partnership with Genius Factor Games.

