Monster Island

Rampage meets Black and White Creatures in a Fully Destructible Environment

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Crush, Crumble and Chomp

"Look! It's Magira!" – **Anonymous Tokyo resident, 1957**

Monster Island is a fast paced action/strategy console game that lets the player assume the role of either a giant monster out to eat a city for dinner or the authorities pledged to protect the innocent citizenry.

Monster Island features three different time periods for the player to battle through: Greece 400 BC, Europe 700 AD, and Tokyo 1957 AD. The game features one of the most advanced physics engine ever featured in a console game. As a monster, players will be able to topple skyscrapers, punch holes in buildings, collapse bridges, and tear street cars off their tracks and scatter them like so many toys.

The game will boast not only 20 Irrational-created monsters but will also allow players to build their own monsters and set them loose upon the world. Players will be able to change appearance, skin, size, even special powers such as radioactive breath and multiple heads!

The monster is controlled by the game pad, and the player can learn and unlock many special moves as they progress through the mission-based game. Monsters can even be assigned secret powers and vulnerabilities that the human player is in the dark about (unless he wants to send vulnerable scientists dangerously close the beast for some hair-raising field research).

The monster's goal is to cause as much destruction as possible while simultaneously quelling its own hideous appetite with tasty, human morsels. The monster might also receive unique goals in a particular mission, such as climbing a skyscraper, locating an enemy hidden in the city and destroying him, or defeating a rival monster!

The monster will constantly be forced to make decisions as to their next course of action. Should he stop for a light snack (American? Or perhaps a little Japanese?) or continue on a course of destruction that will build stronger bones and more radioactive breath.

Some monsters even fight for the side of good, teaming up with the humans to stop their bestial brethren!

Puny Mortals

"Stop, you fools! Your puny weapons won't stop that monstrosity…they'll just make it stronger!" – **Dr. Von Eckhardt, Scientist**

Monster Island will also let the player take on the role of the good guys, protecting the city from the horrible creature. The player will have control of five key units: the Scientist (who gathers information on the monster to help defeat the behemoth), the Girl (who can lure the monster away from its intended target), the Engineer (who can direct rebuilding of the city), the General (who can direct the forces of the army fighting the monster), and the Hero (who can personally fight the monster when the going gets desperate).

The player will also have indirect control of the city's repair (fixing structures and putting out fires), military (fighting the monster), and police (evacuating citizens from danger spots). These units are controlled by a simple Civil Defense graph (right) that the player activates by holding down a shoulder button and moving the yellow cursor via the analog stick. The game then automatically allocates more or fewer forces to the three branches based on the player's choices.
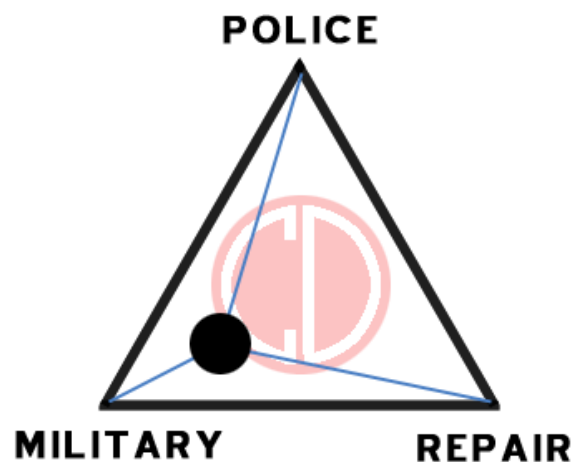
The player can indirectly control city services through this interface.

Habitat for Inhumanity

"It's some kind of giant, radioactive insect! The creature is turning its head! It's looking right at us! It's opening its mouth! It's shooting some kind of ARGHHHHHHHH!"
-*Hideo Nakamura, Reporter, Tokyo Action News, 1912-1957*

Monster Island will leverage the environmental interaction work Irrational began with Freedom Force. The technology will be enhanced to allow detailed building destruction, liquids, and advanced solid body modeling.

The world will be very much alive. Cars will travel through the streets, trains will ride on elevated tracks, citizens will flee the behemoths and tanks and jets will maneuver in for the attack. Fires will spread as repair crews struggle to control the flames and fix the damage.

In the ancient scenarios, the tanks will be replaced with catapults, the police with the city watch, but their function will remain similar. Instead of giant radioactive lizards and over developed apes, we will see the Hydra crushing Thebes and Ogres stepping on medieval Paris.

"Why, it's the only thing that could be worse than Magira--SON of Magira!!!"
- ***General Hiroshi Taniki, 4th Japanese Army***

Monsters Need Friends, Too

Monster Island will feature multiplayer, including a mode that lets 1-4 monsters go head-to-head in combat to the death. The battles will feel somewhat like *Power Stone 2's* but with giant monsters, much more interactive environments and lots more people eating.

- Giant Monsters: Use ours or make your own!
- Super interactive/destructible environments
- Play as the Monsters-or the humans!
- Multi-player mayhem
- Three unique time periods-play as a modern atomic nightmare or a mythological beast!
- Developed with NetImmerse, vastly simplifying ports between PS2, XBox, Gamecube and even PC

Platform: Undetermined console, primarily a publisher-Irrational business decision.
XBox is probably the easiest, PS2 is a pain in the butt, and who knows about GameCube?
Schedule: Ships in 2003
Budget: $2.5 Million (plus NetImmerse)