

Rated-S Adaptations

(from console games and children's literature)

#StretchFiction

(predictive text story game) <----- viral campaign

A Story-driven 4-Quadrant Character Design
(with motion, voice and comedic action).

When Pinnochio's imagination gets the best of him, he finds himself trapped in a web of lies that bring his family, school, and town to the verge of social collapse. Lying, he discovers, is both dangerous and contagious. Forced to tell the truth, Pinnochio learns honesty doesn't mean you have to be boring. <----- logline

"Forrest Gump meets Ferris Bueller's Day Off." <----- one-liner

Live Action - Fantasy

An original story based on the character Pinnochio.

PINNOCHIO: *He said what?*

PIN
NO
CHIO



Pino has a special bag of tricks that are unique to the screen adaptation <----->



<----- character update modernizes fairy tale storyline for live-action and comedic fantasy

<----- a later summer release date coordinates with back-to-school merchandising and the Stretch Fiction tall tale viral social campaign

kids learn about creative thinking and the value of telling the truth, <-----> two virtues of the character Pinnochio

The truth is relative.

A confabulation of circumstances leads "Pino," the only son of an elderly cobbler man, to begin lying so that he can spend time with his friends, instead of with his lonely father.

Pino, who is impressed with the power of his small lies, soon finds that lying makes him more attractive. But when he becomes popular at his school, for his excessive stories, he begins to tell bigger lies that by some mysterious power also make horrible things happen in his town.

Pino must learn to be accountable for his words, if he is to earn the trust of his town and save his father from the ruin he created.



Lonesome Loser: <http://bit.ly/2a9dgKi>

This project in development at
FOX with Chernin Entertainment.



M2 SMART SUIT designed
for INTELLIGENT WAR.

As a robotic action hero,
from a side-scrolling game,
world building and a
storyline that exceeds
graphics and action
will be critical to
creating a successful
adaptation that fans
will recognize, but
be surprised by.
The opportunity lies
with connecting AI/VR
and procedural combat
in defense of larger
social values, aspects that
go beyond the existing canon.



WHAT CAN WE TEACH KIDS ABOUT WAR?

MegaMan is a video game franchise with over 30 million copies sold worldwide. The character, translated as Rikkuman or "rockman," was created by Capcom and has been available on the Nintendo gameplay system since 1987, as well Playstation, Xbox, and Microsoft Windows.

Video game franchises in Hollywood haven't quite had the success of comic book adaptations. On the other hand, Zac Snyder's Batman V. Superman presents a cautionary expose that "literal" panel by panel adaptations, from comic books, lack the density of story and character that is expected for big screen productions.

Video games, like comic books, have spectacular narratives in common -- which invokes a parallel strategy when considering storyworld. A sidescrolling video game franchise, like Mega Man, may depend on branded expansions, which tested via crossmedia audiences, can offer needed validation for investing in an existing IP, using new storyworld facets suitable for tentpoles. **"Rated-S" can be a part of this patterning required for audience and content both.**

ACTION HERO Video Game Adaptation

