



FAST FOOD

Core Overview

A Monster is on the loose, and boy do they look hungry!

Unfortunately you've drawn their attention, and from the way they're drooling you may want to get out of there fast.

Jumping into your trusty Jeep it's up to you to flee the Monsters hungry grasp, using the Foodinator 3000 to fire junk food into the ravenous rapscallion chasing you through the city streets, filling them up until they fall into a fat, contented nap.

Use veggies and fruit to boost your speed, dodge the debris falling all around you with quick commands, and feed that foodie to escape Monstropolis, and live to see another day.





Layout

You sit in the back of the Jeep as it tears its way through Monstropolis, the Monster hot on your heels as it crams its way through the narrow streets.

You're able to look in a 90 degree arc, with the Foodinator 3000 straight in front of you, and your Monster Assistant to your right.

The assistant sits next to a cooler full of food, and as they search through it a bubble with the next bit of food Ammo appears above their head, requiring the player to say it out loud for the Loader to find it.

You can then shout "Load" then "Fire", or "Feed" to either launch the food at the Monster, or give it to the jeep through a fuel pipe, with healthy food boosting the eater, and unhealthy food slowing them down.

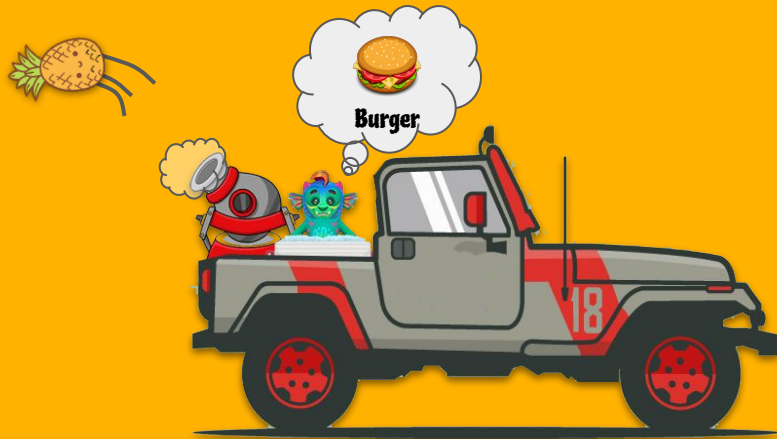
Occasionally obstacles will appear up ahead that you'll need to react to, and the camera will pan to show the front of the jeep, with a dramatic speech bubble popping up from the driver filled with a command that must be shouted!

Monzilla

You may be wondering, how did we end up in the situation? Monster scientists were hard at work trying to figure out how to make a bigger, fluffier monster, but they were so preoccupied with whether they could, they didn't stop to think if they should. Thus, Monzilla was born, 60 stories tall with an appetite to match, and crafts services were not prepared to handle it.

Naturally once the hunger set in, things got cranky fast, and soon anything Monzilla saw was on the menu.





The Foodinator 3000

Luckily Monstrodamus foresaw this catastrophe coming, and so in his last days he developed the Foodinator 3000, a propulsion cannon capable of launching food down the gullet of even the biggest Monster.

To the right of you sits your Assistant, who will supply you with Ammo they can find in the cooler placed at the side of the jeep. As they rummage a speech bubble will appear above their head with an image of a food within. Saying the food's name out loud will allow the Monster to find it in the cooler.

When the food item has been acquired, the Player can then shout "Load" to load the food into the Foodinator, and "Fire" to launch it at the Monster. Alternately they can say "Feed", and the snack will be put down a fuel pipe into the jeep.



Must Go Faster

Healthy eating is important when considering how take down Monzilla, and carrots just aren't going to cut it.

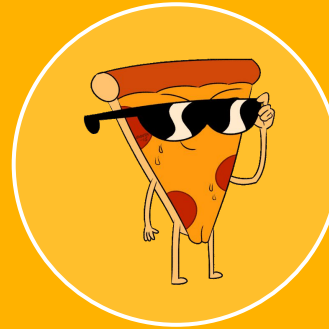
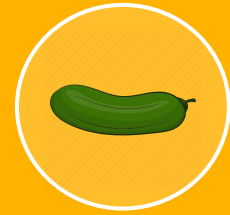
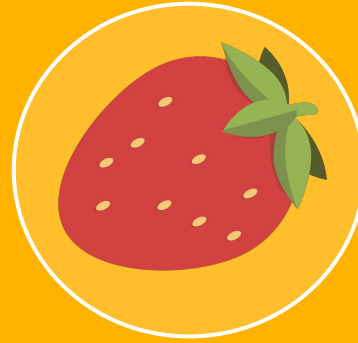
Monzilla needs to tack on some pounds, get sleepy, and take a nap fast, so only the finest junk food will do!

Firing any form of unhealthy food at the Monster will cause it to slow down and gain some weight, allowing the jeep to pull further ahead.

Firing any form of healthy food at the Monster will cause it to perk up, shed some pounds, and get closer to a you flavoured snack.

The same logic applies to your jeep, which incase you didn't know is powered by food. Feeding fruits and vegetables to the jeep will give you a speed burst, while feeding it cake will cause you to slow down.

If Monzilla catches you, they'll clamp down on the back of the jeep, shake it in their mouth, then throw you back onto the road.





Hold onto your Butts

These streets aren't big enough for the 2 of you, and Monzilla's passage is wreaking havoc on the local environment. As you race away from the boisterous behemoth, the landscape around you will create obstacles to block your path, whether that's a skyscraper falling in front of you, the ground creating a ramp, or an explosion sending you flying.

When these localised events occur, the camera will swap to a forward view of the jeep, showing the obstacle approaching with a panicked speech bubble above it containing the command required e.g. Jump, Duck, Roll. Time will slow down to add to the drama, and allow the player a chance to react.

When the player has called out the event, the vehicle will animate to complete it in a glorious action shot, before returning to the chase camera.

If a player fails to call out the command, the vehicle will spin out, then continue.

Life, uh... finds a way

Every tasty morsel you feed Monzilla goes straight to their thighs, and they'll gradually get bigger, and slower the more they eat.

Eventually you'll manage to satiate the snacker, and with a loud ungainly belch they'll fall onto their backside, rubbing their belly contentedly before passing out in the street, their happy snores signalling an end to the carnage.

Congratulations, you've saved Monstropolis, and more importantly avoided becoming someone else's dinner!





Clever Girl

Each session of Monstropetite aims to teach children a variety of different foods, as well as some verbs and active commands through the Quick Command and Cannon systems. This is supplemented by additional education into the health of certain foods, helping to clarify to children what makes up a healthy diet, and how it can benefit you (especially in a monster chase).

