

Cyclone Digital

Henry the Hippo Pitch

June 6, 2001

Concept: You play as Henry, a young and carefree, empty-headed hippo. Your delicious watermelons have been stolen, and now you're on a mission to roll, bounce, and smash your way back to them.

Genre: 3D platformer/adventure

Game Play: On his quest to retrieve his stolen watermelons, Henry will travel through a variety of different locales within the jungle he lives in. Henry's rotund shape makes him excellent at rolling and bouncing like a rubber ball, making him extremely agile and mobile, despite his otherwise chubby and lax appearance. While rolling, Henry tucks his arms and legs in and plows forward at breakneck speeds - the longer he rolls, the faster he goes, but the harder he is to control. Rolling isn't Henry's only movement option though; his ability to bounce is just as impressive. While in his ball form, Henry can at any point slam down to the ground and bounce back up to a great height - as long as there's a solid floor beneath him for him to bounce off of. This allows him to reach high-up ledges, cross large gaps, destroy obstacles, and crush any enemies in his path.

The game takes place over the span of numerous "levels", being played in a (mostly) linear order. Each level serves as a point on Henry's path from his humble hut in the jungle, all the way up to the top of the volcano where his long lost watermelons await him. Most of the levels follow a linear order for the player to traverse through; though hidden exits and secret paths in some levels will lead to alternate level paths, meaning no two players' experiences will be alike.

Story/Setting: *Henry the Hippo* is set in an overgrown jungle bursting with life, but completely owned by nature. No humans or advanced technology in sight. Henry spends most of his days lazily sitting at his hut, eating watermelons, listening to the rain, and floating in his pond. Completely unmotivated and blissfully unaware of the complexities of the world, Henry has no worries.

That is, until one fateful day. While Henry is sleeping on his lawn chair next to his massive pile of watermelons, an evil (or perhaps just hungry?) vulture swoops in and snatches the melons up. Henry wakes immediately,

feeling fear and profound sadness for possibly the first time in his life, as he sees his precious melons being carried away into the sky. Henry tries to act fast, stumbling off his lawn chair and rolling after the vulture. He bounces up to the oversized bird, slamming right into him at full force, and the vulture drops *most* of the watermelons, flying off toward the volcano with the few he could. Unfortunately, the force of Henry's slam launched the melons out in a ten-mile-wide radius. Upon landing back on the ground, Henry immediately sets off with urgency to chase the melons down, mindlessly plowing through everything in his way.

While Henry's world has been totally claimed by nature, remnants of an ancient civilization can be found throughout the world. The implications of this are lost on Henry and most of the jungle's other inhabitants.

Possible Levels/Locations:

- Jungle
- Swamp
- Hidden grotto
- Abandoned mines
- Rainforest
- Rapids
- Ancient ruins
- Overgrown jungle temple
- Beach
- Canyon
- Mountain
- Volcano

Movement/Controls:

- Dive (Left bumper)
- Walk (Left stick)
- Move camera (Right stick)
- Jump (X)
- Binoculars (Triangle)
- Roll (Left trigger)
- Bounce (X while rolling in the air)
- Ledge grab (automatic)
- Wall jump (X)

Possible Game Play Ideas:

- Level-specific mini game sublevels

- Complete quests given by NPCs for extra watermelons
- Time trial mode
- Two player race mode