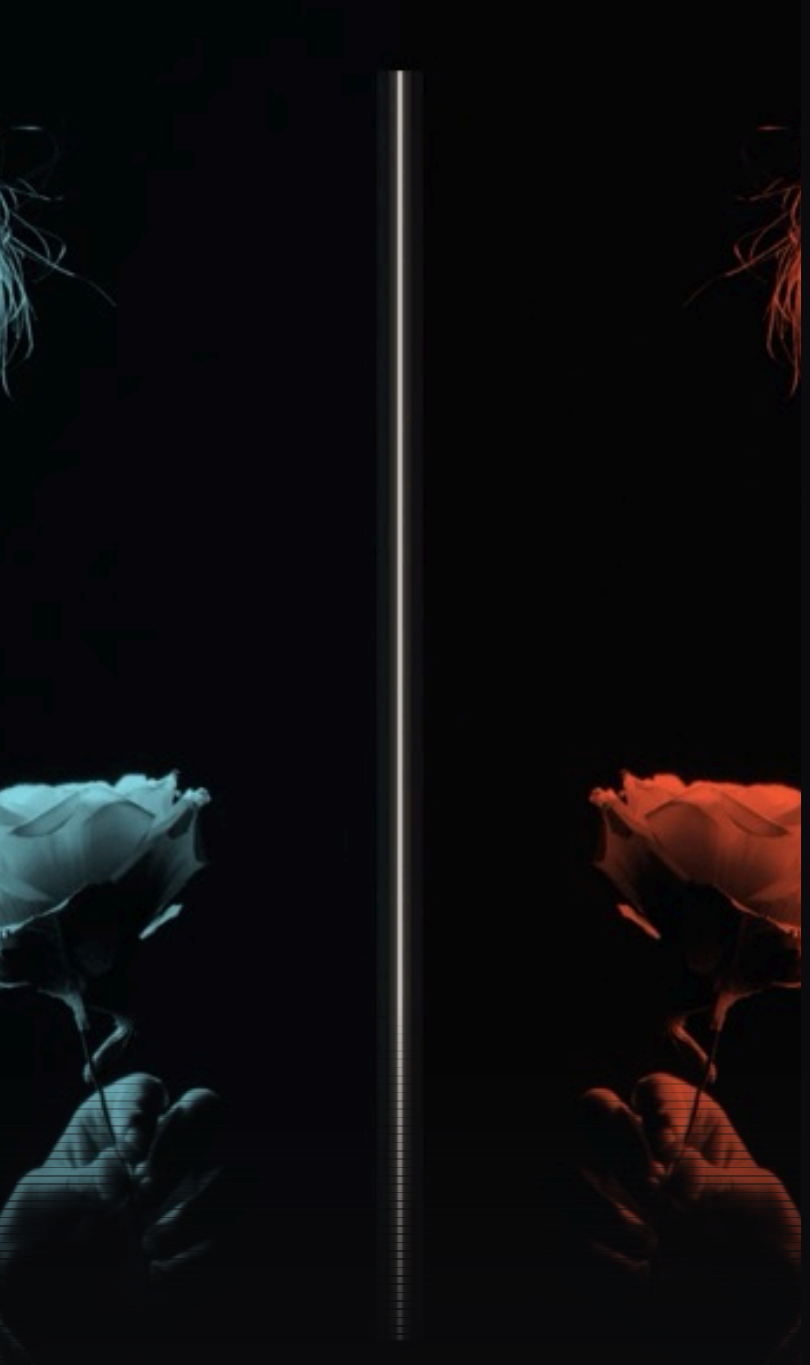


VIDEO GAME · FEATURE FILM · SCI-FI · ACTION

Genesis

An elite soldier of the empire learns she was stolen from the rebels as a child — and that she has a twin sister on the other side of the war.

THE PROPOSAL

After the nuclear war, the ruined powers invade the poor nations. The resistance has one weapon: a banned AI.

Coral was raised by the empire to wipe out the rebels; Chiara grew up among them. When the twins separated by war meet, a foul-mouthed AI loyal to humanity can turn the tide.

WHY THIS PROJECT

Conceived as a video game script. It can be a game, a film and a series.

01 Games generated about US$197 billion in 2025 (Newzoo), and Brazil has over 100 million players.

02 Game adaptations have become blockbusters: The Super Mario Bros. Movie made US$1.36 billion, and The Last of Us became HBO's award-winning series.

03 War between rich and poor, artificial intelligence and twin sisters on opposite sides: a world that grows across game, film, series and animation.

FORMAT

Video game · Feature film

GENRE

Sci-fi · Action

MATERIALS

Treatment ready

AVAILABILITY

Open to production companies

RIGHTS

100% owned by the writer

SEEKING

Publisher and studio

REFERENCES

CHILDREN OF MEN meets DISTRICT 9 — with an AI that talks back.

Children of Men (2006) · Alfonso Cuarón

District 9 (2009) · Neill Blomkamp

Ex Machina (2014) · Alex Garland

CONTACT

raphaelga@gmail.com

raphaelaguinaga.com/en · @raphaelga

RAPHAEL AGUINAGA

raphaelaguinaga.com · raphaelga@gmail.com