

MAN EATER 2

The logo for 'Man Eater 2' is centered. The word 'MAN' is in a white, outlined, blocky font. The word 'EATER' is in a solid red, blocky font. The number '2' is in a red, brush-stroke style font. A red, stylized shark's mouth with sharp teeth is positioned behind the 'E' in 'EATER' and extends to the right, partially overlapping the '2'.

VISION OVERVIEW

TRIFIRE

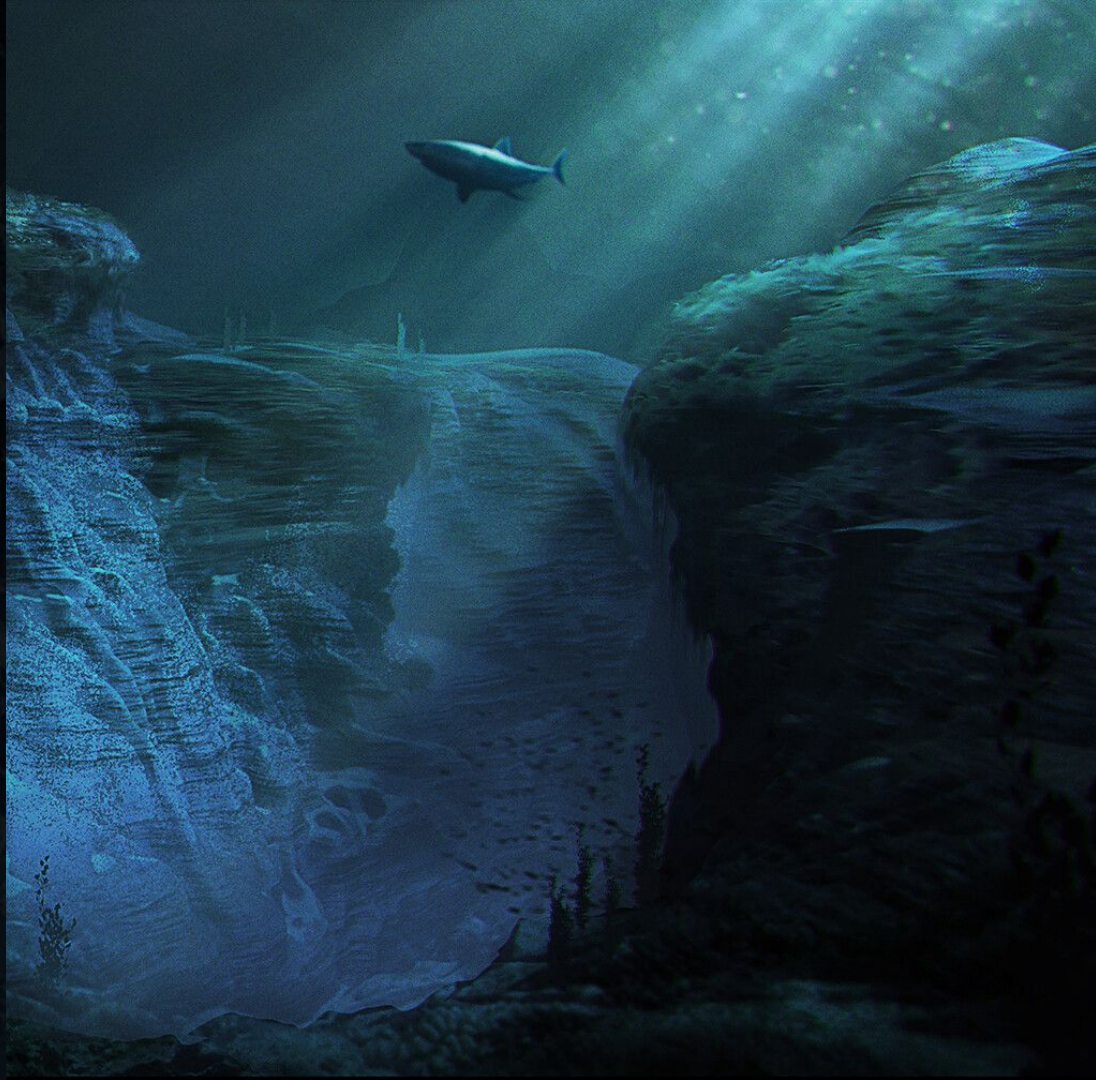
CONCEPT

MANEATER 2, powered by Unreal Engine 5, delivers a bigger, badder ShaRkPG experience for current-gen platforms.

Evolutionary Journey: Dive into an open world, growing from a shark pup to a megalodon, within an expansive, diverse, and dynamic marine theme park.

Trip Westhaven Returns: Played by Chris Parnell, Trip guides the player through the world with his trademark idiosyncratic commentary.

Predator Unleashed: Carve your own path to freedom, tackling missions and enemies (both human and animal) in this thrilling, open-world action-adventure.



tone and influences

Evolutionary Foundation: *Maneater 2* builds on its predecessor's foundation, improving the core mechanics while also adding new features and challenges.

Cinematic Inspiration: Drawing from blockbuster franchises like *Jaws*, *Jurassic Park*, and *The Meg*, *Maneater 2* immerses players in a brand new world—exploring the consequences when science and nature collide.





PILLARS

CONSUME: Hunt and devour prey as an predatory fish driven by insatiable instincts.

EXPLORE: Navigate varied environments and sunken secrets to discover new regions and resources.

EVOLVE: Become the ultimate apex predator by consuming, borrowing traits, and unlocking new powers.

DOMINATE: Rise to maritime supremacy through growth, cunning, and brutal aggression.



STORY

Maneater 2 takes place at **Poseidon's Kingdom**, a new marine park in the South Pacific, during its exclusive VIP opening weekend.

The Shark was created here in a laboratory as a hybrid of several fearsome species. She wants nothing more than to escape the park, the only world she's ever known.

After she breaks free from an abusive stunt show, the park's irascible CEO, **Victor Reardon** utilizes any means necessary to capture her, lest she ruin his big coming-out party.

Guided by park announcer **Trip Westhaven**, the Shark uncovers Poseidon's Kingdom's seedy underbelly of animal cruelty. Eventually, she must confront the CEO and his underlings to secure her ultimate prize: **freedom**.



KILL! KILL! KILL! KILL! KILL! KILL! KILL! KILL!

ROUND 4

BATTLE CAM.

OPEN WORLD STRUCTURE

MAIN CAMPAIGN: Complete quests and collect essential rewards as you drive the narrative forward.

OPTIONAL ENCOUNTERS: Explore side quests and additional activities for extra rewards, delving into the world's lore.

NON-LINEAR PROGRESSION: Unlock new locations with abilities gained from the critical path, accessing previously closed areas.

CHANGING WORLD: Experience dynamic world changes as you progress, encountering new challenges and activities that reflect your progress.



EXPERIMAX HQ

Relax
Resort

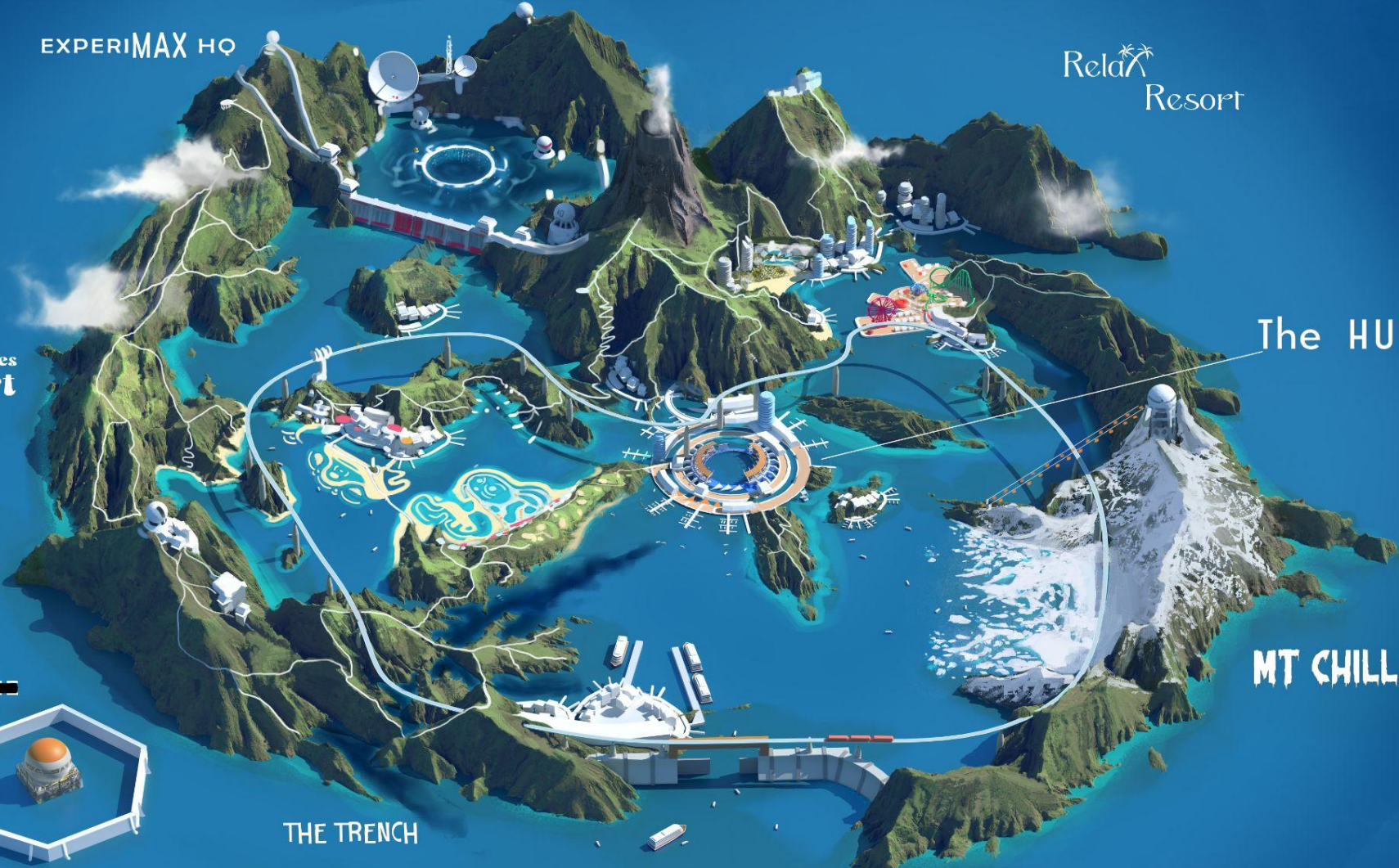
Sandy Shores
Resort

The HUB

MT CHILL

THE TRENCH

THE
MOUNTAIN



BIOMES

THE HUB: Central nexus featuring luxury hotels, shopping, and shows.

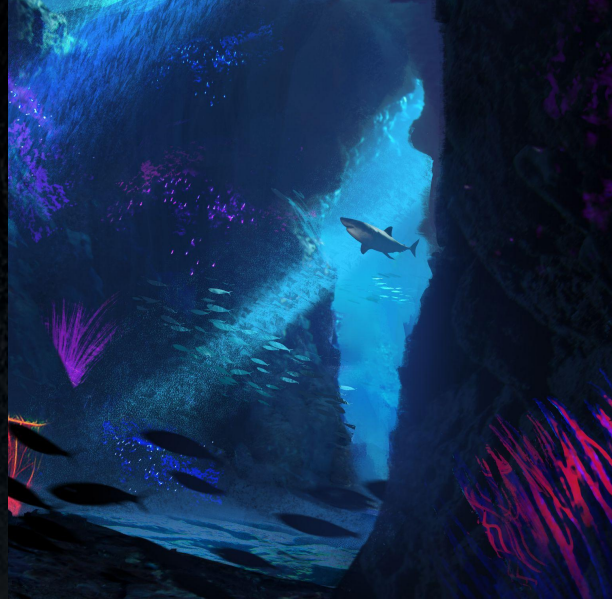
VOLCANIC: Semi-active volcano whose hot waters attract a diverse range of species.

ARCTIC: Reproduction of arctic biome utilizing modern cryo-technology for cold-loving species.

DEEP SEA HEADQUARTERS: Off-limits area with executive offices and a scientific research complex where mutagen-X experiments are conducted.

UNDERWATER HOTEL: Sprawling, hi-tech hotel at sea bottom offering luxury capsule suites with scenic underwater views.

THE TRENCH: Deep ocean canyons and vast caves filled with exotic, bioluminescent flora and fauna.





THE PLAYER

PLAY AS MAN-EATING SHARK:

Turn predators to prey as the ocean's deadliest hunter.

ENHANCED ABILITIES: Core movements return with new skill trees, unlockable attacks, and appearance modifications as you eat your way to apex status.

COMBAT

MUTATIONS & RAGE: Active mutation abilities and activatable rage mode for increased power and aggression.

COMBOS & TARGETING: Dynamic combo system with soft and hard target lock options.

ENHANCED FUNDAMENTALS: Improved camera, movement, and attacks.



VILLAINS



Chief Executive Officer (CEO): Victor Reardon is a domineering, manipulative leader with an explosive temper and zero tolerance for failure.



Chief Technology Officer (CTO): Patricia Roy is a calm and pragmatic thinker, confident that any problem can be solved with the scientific method.

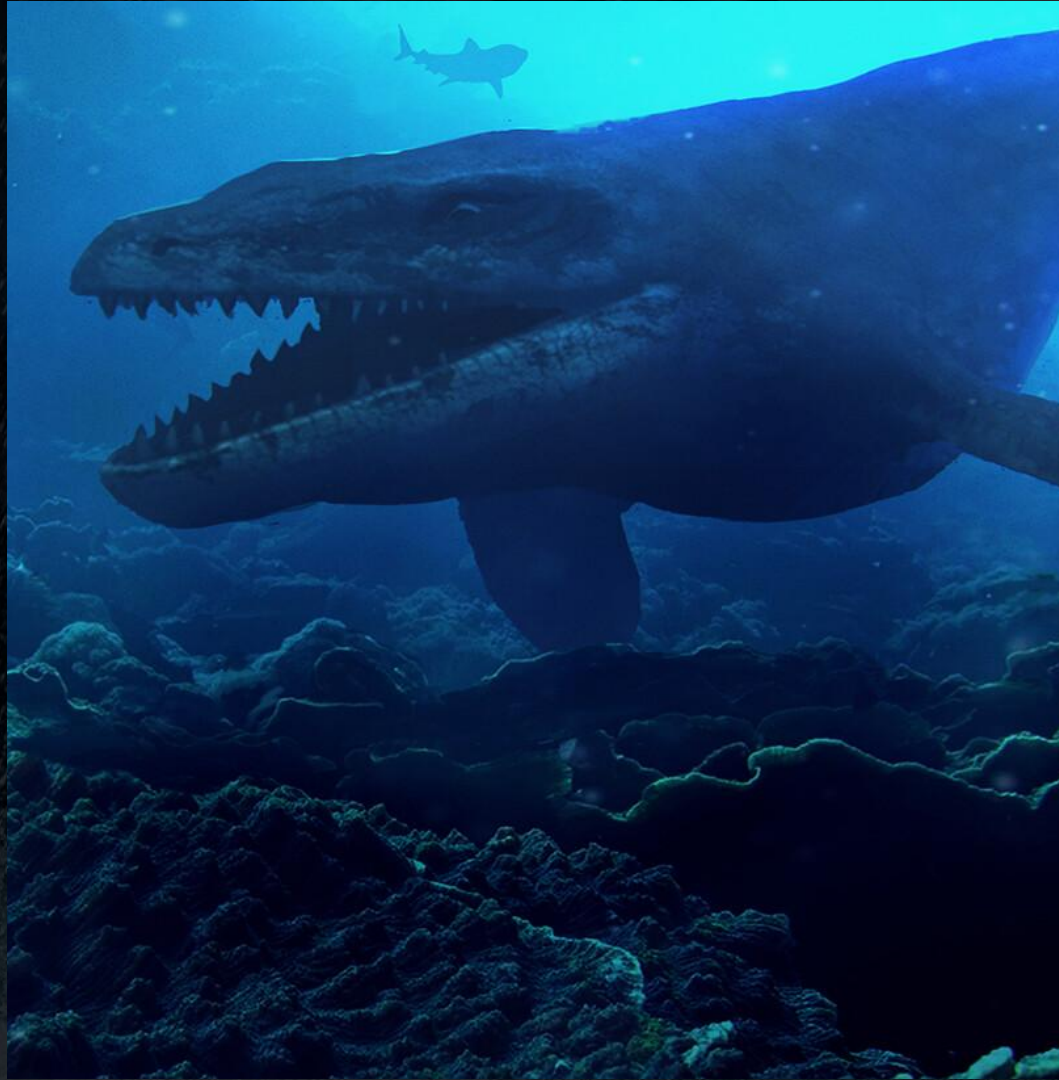


Chief Security Officer (CSO): Barrett Sykes is a former Navy SEAL who views the world as an endless battlefield and completely lacks self-restraint.

APEX PREDATORS

TOP OF THE FOOD CHAIN: Each apex predator rules an individual biome, accessible through story and side quests.

EAT AND INTEGRATE: Defeating each predator unlocks new mutations and resources to expand the Shark's power and abilities.





TARGETED PLAYER EXPERIENCE

CAMPAIGN LENGTH: 12-15 hrs, 20+ hrs with side quests and collectibles.

EXPANSIVE OPEN WORLD: 4 km x 4 km map with 6 unique biomes.

DIVERSE MISSIONS: More variety and quest types than the first *Maneater*.

BUNDLES AND SKUS



STANDARD EDITION - \$49.99: Base version of the game.

DELUXE EDITION - \$59.99: Includes Bite-Sized DLC, soundtrack, art book, and exclusive skin.

SEASON PASS - \$29.99: Upfront purchase for post-launch DLC packs, new evolution branches, and locations.

PRE-ORDER BONUS: Exclusive skins and mutations for early orders.

POST LAUNCH DLC

BITESIZE DLC - \$4.99:

Pack of new missions within the base game world.

STORY DLC - \$14.99:

Explore new area, story, and abilities.

GAME MODE DLC - \$14.99:

Introduces a new rogue-like experience.



MAN EATER 2

A stylized red dinosaur head logo with its mouth open, showing sharp teeth. The word "MAN" is in a white, outlined font to the left of the head, and "EATER 2" is in a solid red, blocky font to the right. The dinosaur's head is positioned behind the word "EATER".

Coming Soon

TRIFIRE