

CASE
SOLVED
No. 201312



No.

NAME
NOM

CHARACTER
CHART

CHARACTER DESCRIPTION CARD

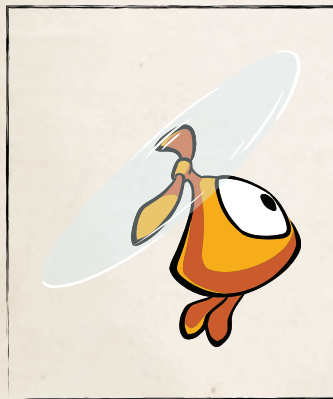
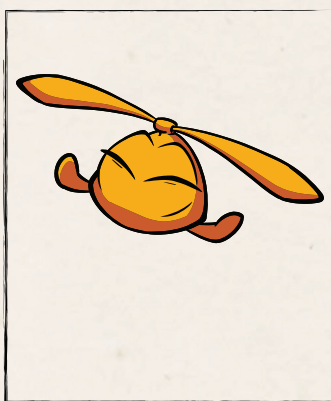
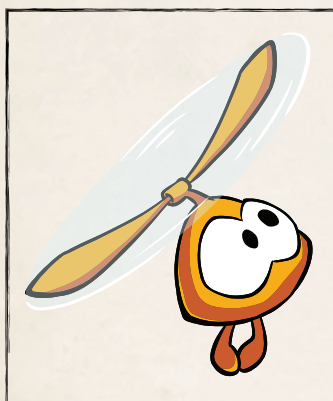
Name: Roto Build: Round Habitat: Forest
Scientific Name: Helicopter~~yx~~-helecopteryx Eyes: Black Color: Ochre
Height: 4in Weight: 2 Lb. Special Abilities: Flying
Distinguishing Characteristics: Naive, smart, fast and easygoing.

DESCRIPTION

Roto resides in the forests and is extremely small: an adult creature hardly grows higher than four inches tall and weighs around two pounds. It is the only naturally occurring species of mammal that uses the helicopter principle to achieve flight. Rotating with their light, propeller-like pseudo-limbs, rotos spend most of their lives above the ground, and even sleep while hovering. Their powerful lower limbs are mainly used to carry different loads, sometimes larger than the rotos themselves.

PROFILE PICTURES

ENVIRONMENT



Date: December 5, 2013

Detective: Special Agent Francis Cupcake

CHARACTER
CHART

CHARACTER DESCRIPTION CARD

Name: Toss **Build:** Round w/ spiral extension **Habitat:** City Park

Scientific Name: Spiralem Frontem **Eyes:** Black **Color:** Grey-Blue

Height: 1ft 3in **Weight:** 14.5 lb. **Special Abilities:** Throwing

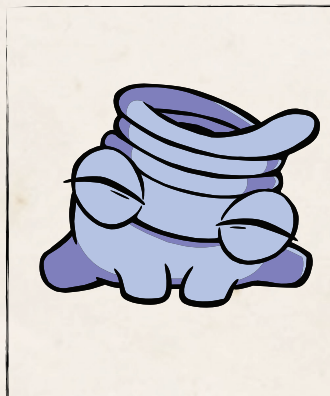
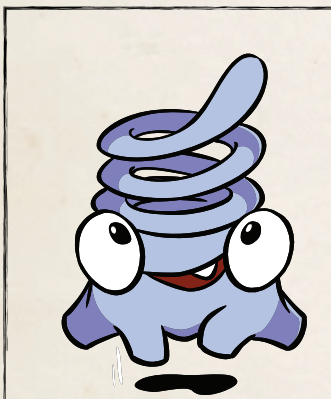
Distinguishing Characteristics: A girl that's slightly impulsive, lively, curious and very helpful.

DESCRIPTION

The characteristic feature of this species is an extra spring-shaped limb located on its head. With a little help, a toss can throw up all kinds of things, and scientists have yet to figure out what evolutionary processes led to the emergence of such non-standard adaptations. Tosses' paws are quite short, and not adapted for climbing trees. The members of this species are extremely social, which has led scientists to propose that their spring-limbs are used to throw their relatives onto the branches of trees — like all species of the Nommy family, tosses love all sweets, and in their natural habitat prefer to eat fruit.

PROFILE PICTURES

ENVIRONMENT



Date: December 5, 2013

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**CASE
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CHARACTER
CHART

CHARACTER DESCRIPTION CARD

Name: Boo **Build:** Small/Round **Habitat:** Underground

Scientific Name: Dentibus Horrendus **Eyes:** Black **Color:** Dark purple.

Height: 7in **Weight:** 5 1/2 lb. **Special Abilities:** Terrifying defence

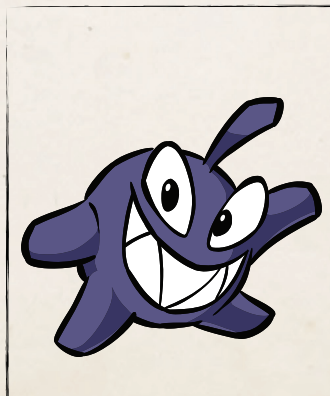
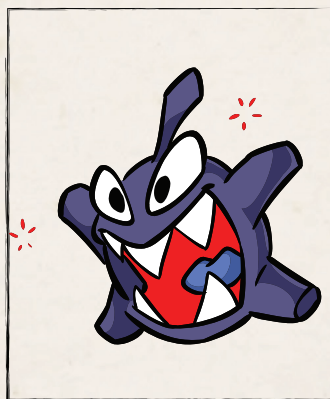
Distinguishing Characteristics: Funny, cheerful, prankster, mischievous but not angry.

DESCRIPTION

Perhaps the least studied of the newly discovered species, boos are distinguished by their solitary way of life. While it is not known where boos came from, all currently known specimens reside in urban ventilation systems. Boos tend to avoid people. Their frightening appearance and large, sharp teeth are not in fact used for hunting — not a single case of a boo attacking another animal has ever been reported. Rather, a boo prefers to frighten its predators with a terrifying defence: they jump at them with a terrible grin, wild-eyed and with bone-chilling sounds.

PROFILE PICTURES

ENVIRONMENT



Date: December 5, 2013

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CHARACTER
CHART

CHARACTER DESCRIPTION CARD

Name: Lick

Build: Short and Round Habitat: Sandy Dam

Scientific Name: *Lingua Lentum* Eyes: Black

Color: Ochre

Height: 10in.

Weight: 18 lb.

Special Abilities: Strong tongue

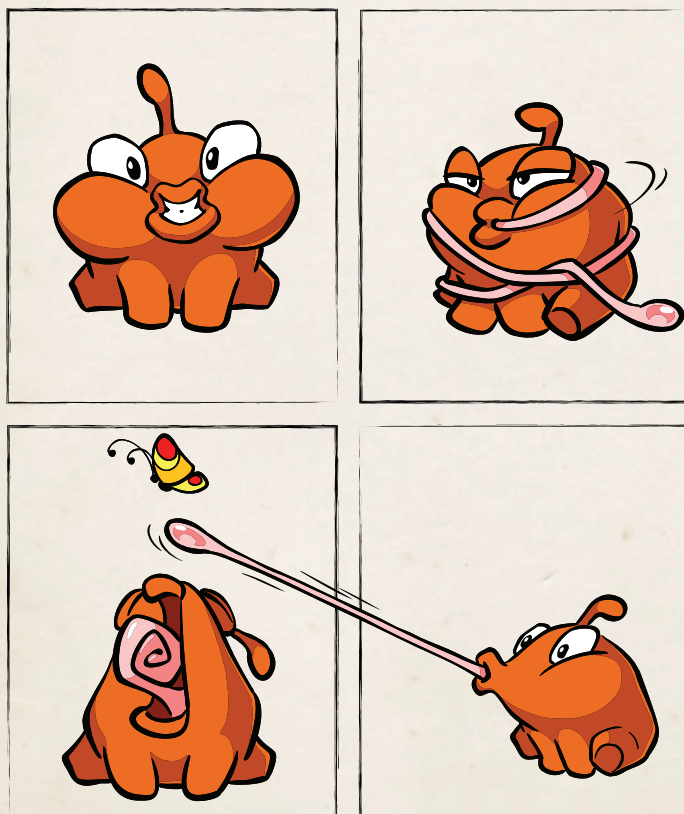
Distinguishing Characteristics: Sluggish, marksmanship, curious, plump and cheeky.

DESCRIPTION

Licks possess an incredible similarity to chameleons — their unbelievably long tongue. However, licks don't use it to catch insects, but to get fruits and berries from trees and shrubs. Licks are small in size, but this species is wonderfully adapted to life in the canyons it inhabits. To move along the cliffs, the licks use their tongues once again to pull themselves up high ledges; furthermore, licks spend a significant part of their lives underwater, where their tongues help them to stay fastened to one place and not be carried away by tumultuous mountain streams. Their tongues are strong enough to withstand quite a large weight — often licks "cling" onto small trees and shake them until fruits fall from the branches right onto their tongues.

PROFILE PICTURES

ENVIRONMENT



Date: December 5, 2013

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CHARACTER
CHART

CHARACTER DESCRIPTION CARD

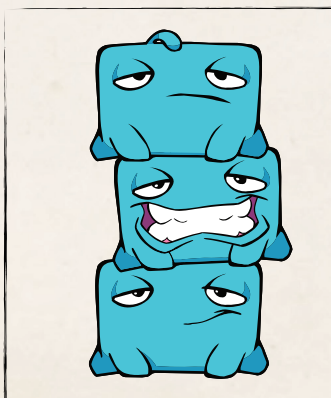
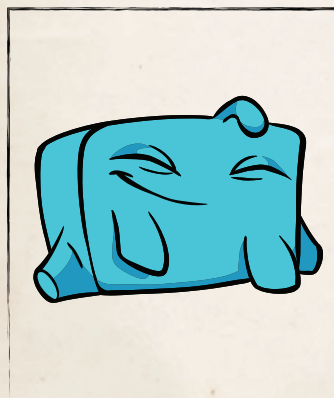
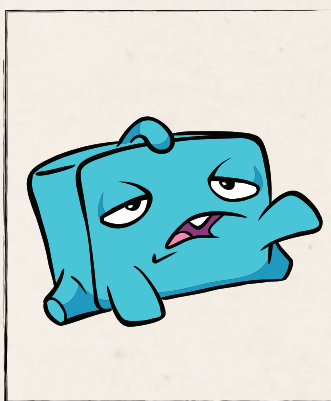
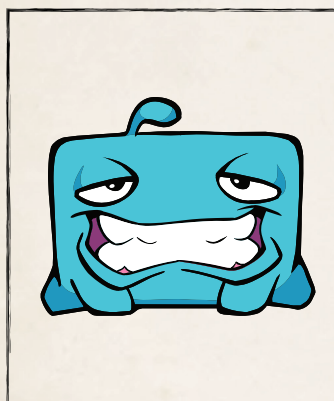
Name:	Blue	Build:	Rectangular	Habitat:	Junkyard
Scientific Name:	Quadratum Acediae	Eyes:	Black	Color:	Aqua Blue
Height:	1ft.	Weight:	23 lb.	Special Abilities:	Multiplying in seconds.
Distinguishing Characteristics:	Apathetic, melancholic, reproduction personality, thoughtful.				

DESCRIPTION

Blues are distinguished by their semi-reclined way of life. It appears that this species' propensity toward apathy and melancholy reverie is genetically determined. Blues spend most of their time sitting around and meditating on the vanity of existence, but due to their natural habitat (all known specimens were discovered in a single junkyard), this species has almost no natural enemies. Nevertheless, this species has a specific defensive mechanism: when necessary, blues are capable of reproducing by fission in a fraction of a second, and frighten away predators with their unbelievably rapid population growth.

PROFILE PICTURES

ENVIRONMENT



Date: December 5, 2013

Detective: Special Agent Francis Cupcake

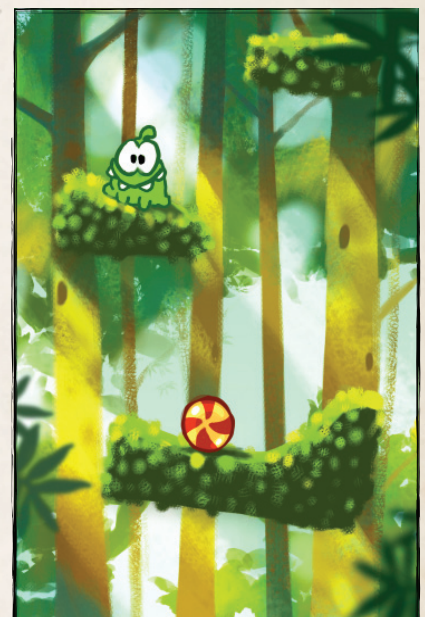
CASE
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ENVIRONMENTS
& SETTINGSCASE
SOLVED
No. 201312

FIRST SKETCHES & IDEAS FOR NEW ENVIRONMENTS



Each character has a signature environment of its own, which helps define its appearance and special abilities. For example, Roto is from the forest. He is extremely small and is the only naturally occurring species of mammal that uses the helicopter principle to achieve flight.



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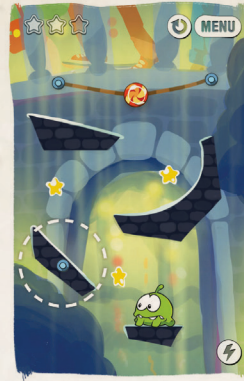
Forest



Sandy Dam



Junkyard



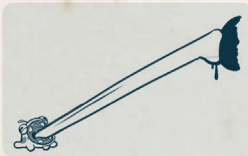
City Park



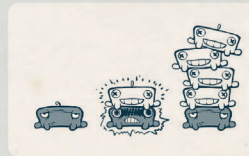
Underground



Roto



Lick



Blue



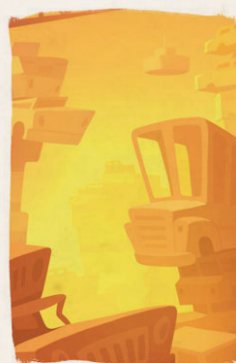
Toss



Boo

NOTES FROM THE CREATIVE TEAM:

In Cut the Rope 2, players can move Om Nom around for the first time. With the introduction of this new capability our developers could experiment with a whole new level of creative gameplay. They came up with some pretty dark ideas: for instance, a level in which something heavy would fall on Om Nom, or a level in which he would get trapped underwater. We quickly decided to exclude any cruel game mechanics from the game – but it was certainly interesting to think about a game in which Om Nom needs saving from some pretty dire situations.



Date: December 5, 2013

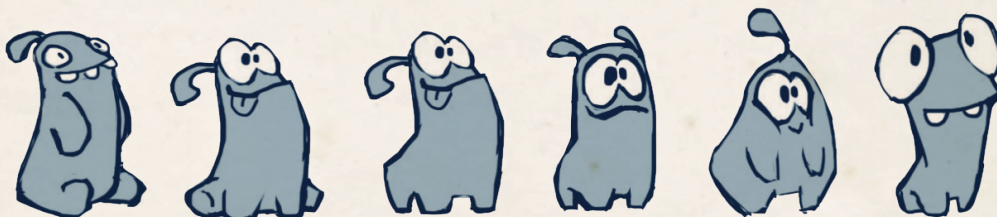
Detective: Special Agent Francis Cupcake

CHARACTER DEVELOPMENT (sketches)

WHERE IT ALL BEGAN:

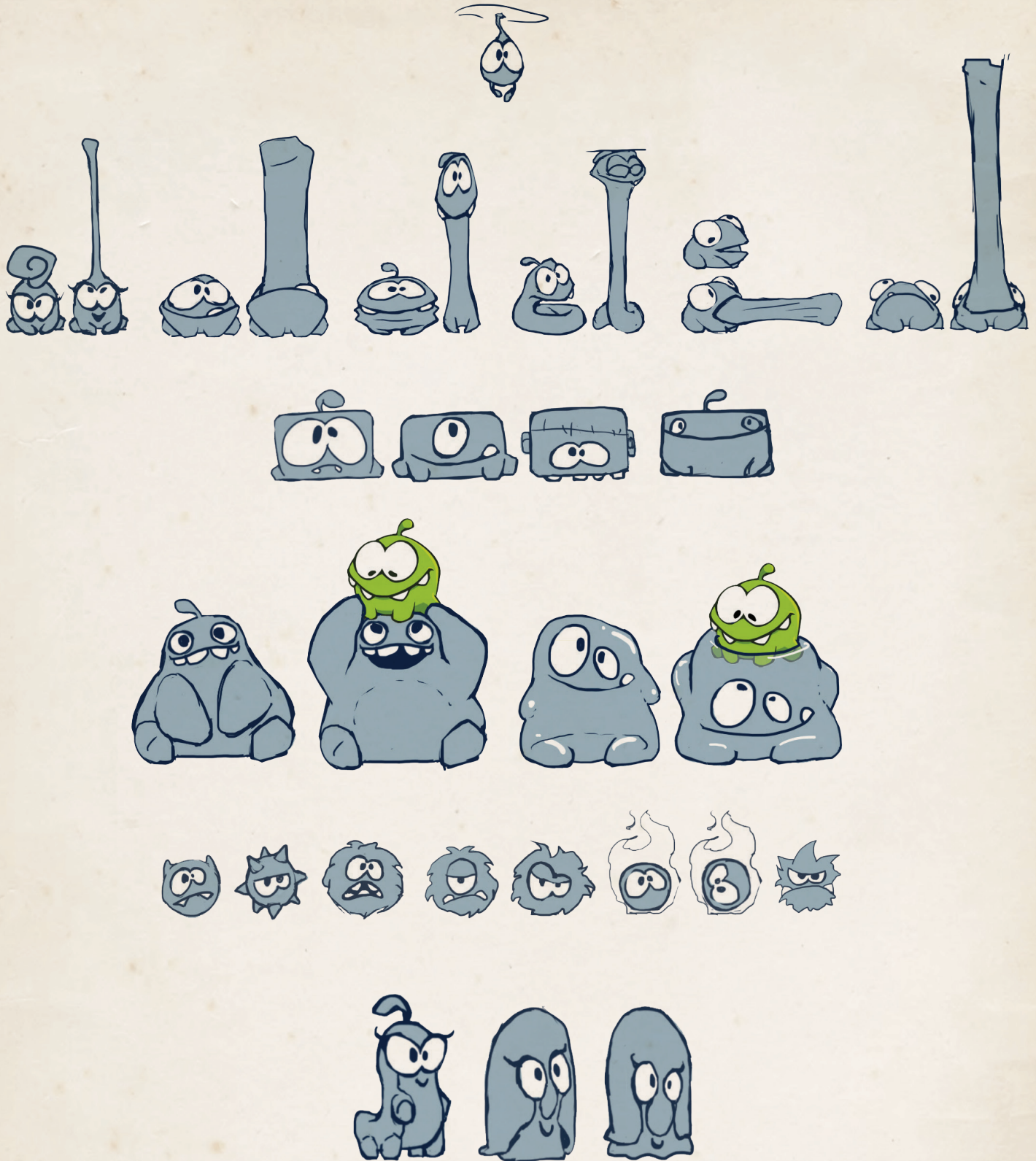


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NOTES FROM THE CREATIVE TEAM:

The Nommies are animal species that belong to the same biological family as Om Nom. They all share certain traits, including a short stature, fingerless limbs and little antennae on their heads.

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Date: December 5, 2013

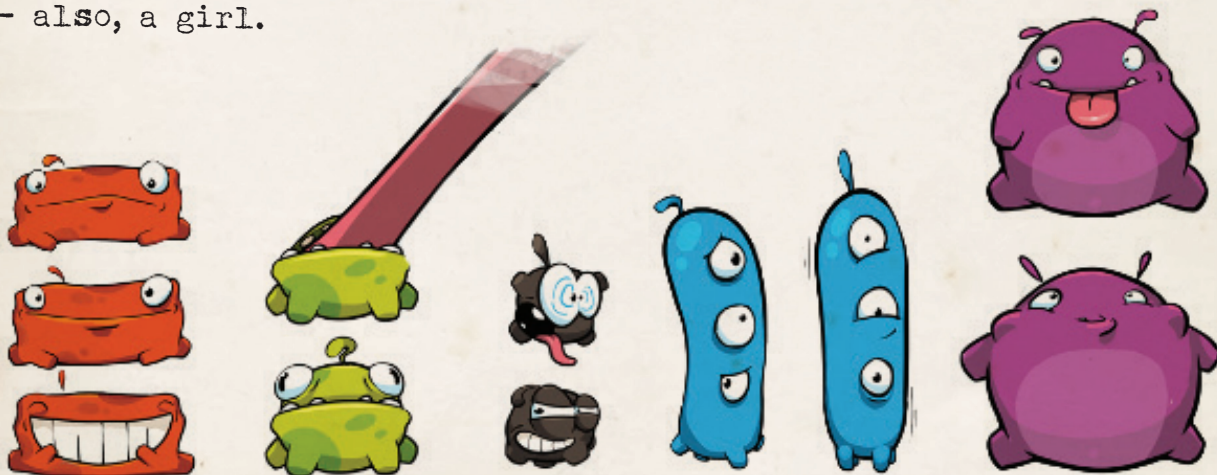
Detective: Special Agent Francis Cupcake



While brainstorming, the team discussed and discarded dozens of potential characters. For example there was a wormlike Nommie, among others. In the course of development, some of these characters became inanimate game elements, taking the form of obstacles and challenges for players to master.



The selected characters have also gone through some evolution. One of the characters, Toss, used to be much bigger and clumsier, but after some iterations, he became smaller and cuter - also, a girl.

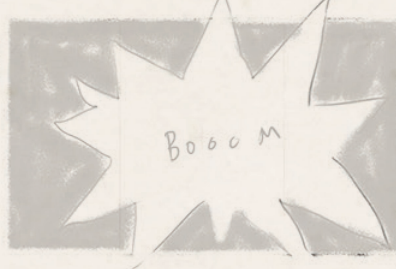
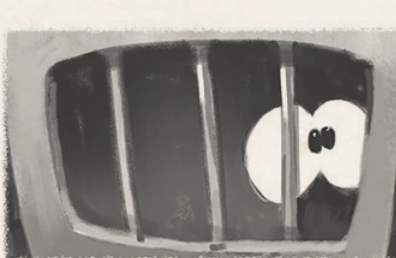
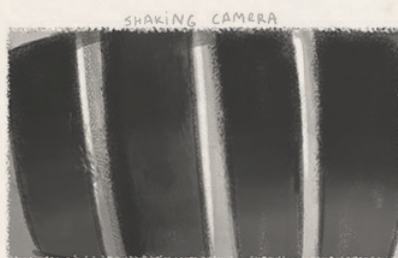
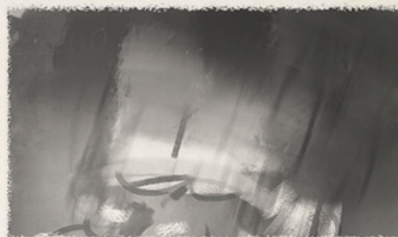


Date: December 5, 2013

Detective: Special Agent Francis Cupcake

STORYBOARDS (sketches)

FIRST STORY LINE IDEAS:



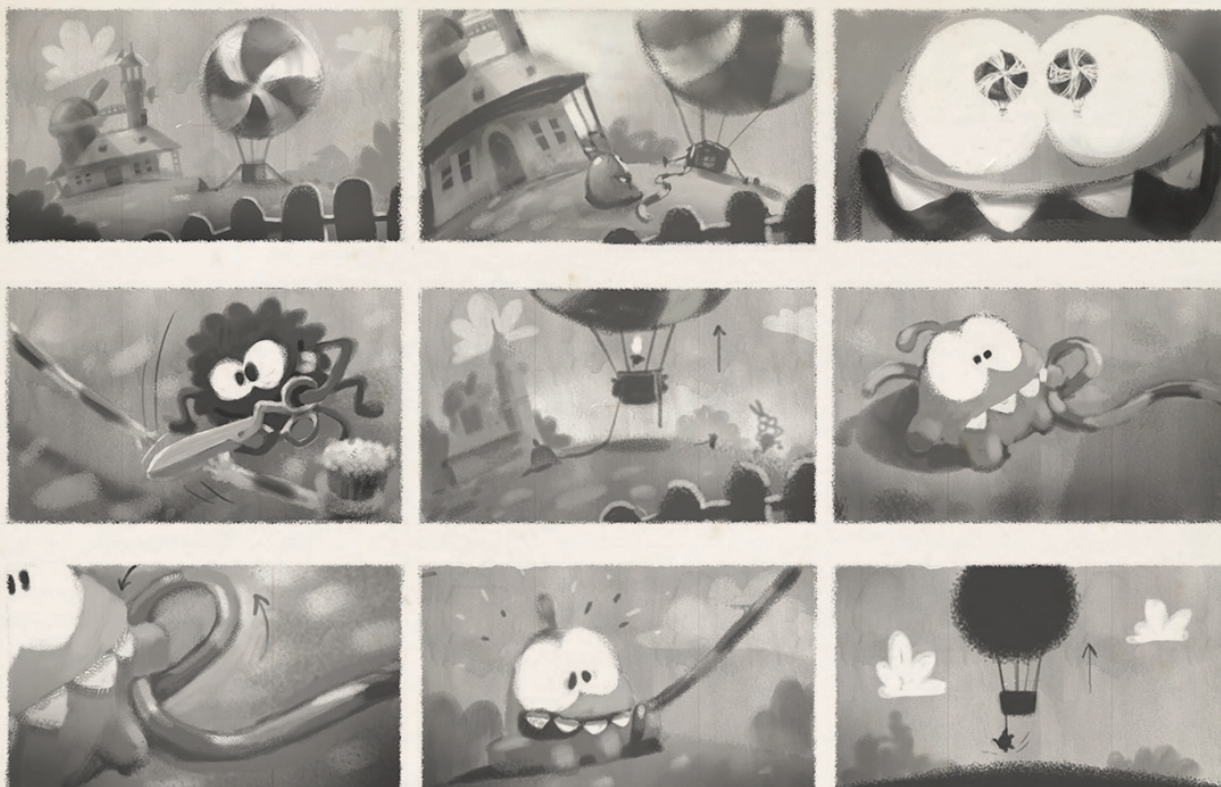
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CUT ROPE 2
the

STORY LINE EVOLVES:



NOTES FROM THE CREATIVE TEAM:

Some of the first versions of the storyline and concept sketches depicted a tale of abduction that was actually quite scary. We initially thought that Om Nom would be carried away in either an ominous-looking car or a blimp filled with exotic creatures. This isn't too far from the plot we selected, involving a band of sneaky spiders, but the hot air balloon makes it slightly friendlier – perhaps because it resembles a giant piece of candy.

Date: December 5, 2013

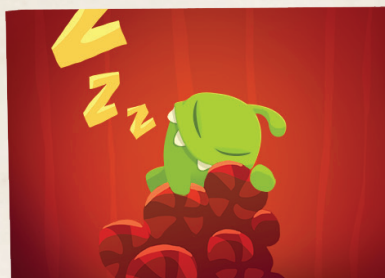
Detective: Special Agent Francis Cupcake



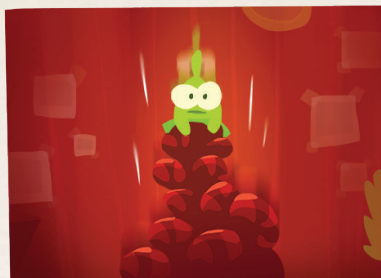
STORYBOARDS (final)

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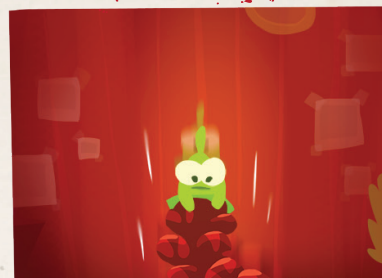
THE STORY INTRO - FINAL:



01.



02.



03.



04.



05.



06.



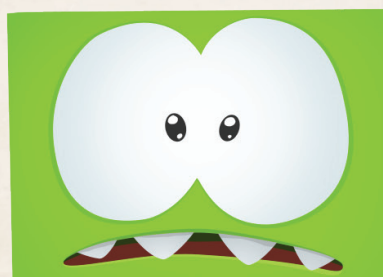
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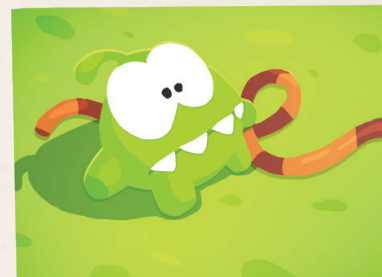
09.



10.



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15.

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Detective: Special Agent Francis Cupcake

STORYBOARDS (final)



15.



16.



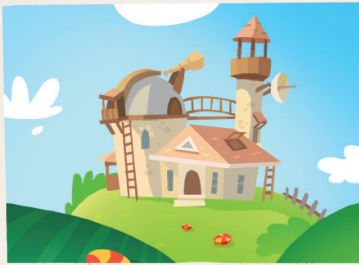
17.



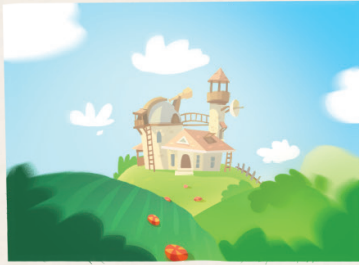
18.

We also contemplated a dramatic ending and perhaps even a moral dilemma, in which Om Nom would have to choose between his old family and his new friends. We ultimately decided to stick with a happy ending – after all, fans would already have had to deal with the emotional trauma of a missing Om Nom!

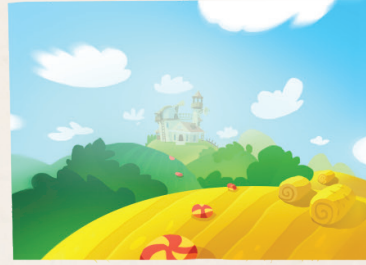
THE STORY OUTRO - FINAL:



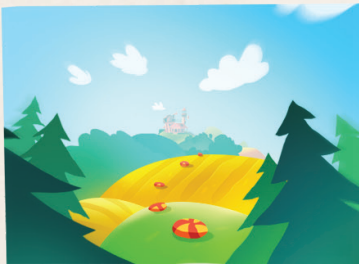
01.



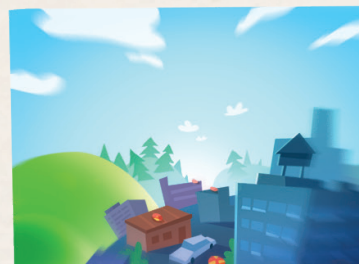
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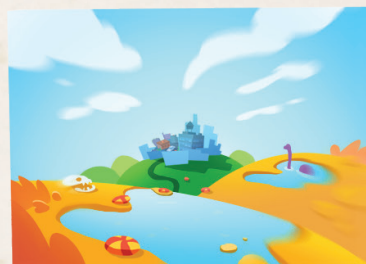
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07.

Our developers are constantly thinking of new ways to expand Om Nom's many journeys, especially now that he's out of his box. We'll certainly be exploring new places and adventures for future updates.

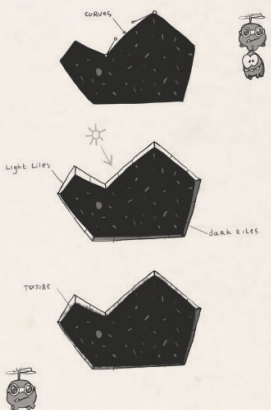
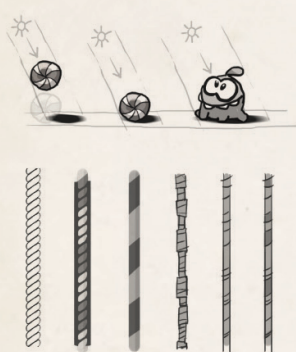
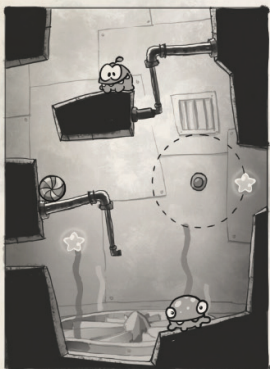
Date: December 5, 2013

Detective: Special Agent Francis Cupcake



IN-GAME SCREENSHOTS (mockups)

WHERE IT ALL BEGAN:



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Date: December 5, 2013

Detective: Special Agent Francis Cupcake

SOCIAL MEDIA CAMPAIGN SUPPORT

THE SEARCH OF OM NOM BEGAN:

Om Nom Missing!

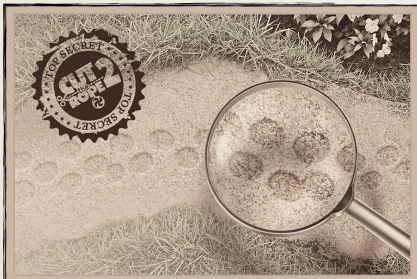


**CASE
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No. 201312**

Have you seen him?



Help in search for Om Nom.



Our detectives hard at work.



Going down memory lane!



Date: December 5, 2013

Detective: Special Agent Francis Cupcake

PRESS MEDIA CAMPAIGN

REACH OUT FOR HELP IN SEARCH OF OM NOM:

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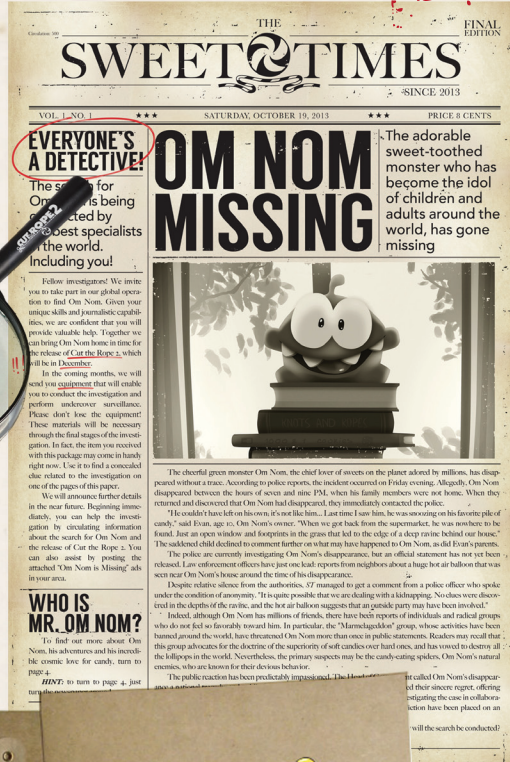
Press Kit #1



OM NOM MISSING!



Lost Om Nom! Green with big sparkling eyes, very active and curious, loves candy. If you see him – lure him in with this candy & contact us. Thank you!



Press Kit #2

DETECTIVE BUREAU No. 201312

CUT the ROPE 2

SUSPECT DESCRIPTION

Name: Spider Gang Build: Round
Crime: Candy Theft Eyes: "Milk"
Height: 310 Weight:
Distinguishing Characteristics: covered in hair

DESCRIPTION

Over the last month, the bureau has been very busy with the case of Om Nom's disappearance. Although his current location is unknown, the bureau has dispatched multiple witnesses to the area surrounding the subject's disappearance. Witnesses claim to have spotted the subject near a hot air balloon, and the subject was seen carrying a large amount of candy. The subject was seen carrying a large amount of candy. The subject was seen carrying a large amount of candy.

LAST SEEN

According to eyewitness reports, Om Nom was seen near a hot air balloon, and the subject was seen carrying a large amount of candy. The subject was seen carrying a large amount of candy. The subject was seen carrying a large amount of candy.

Date: November 5, 2013
Detective: Special Agent Francis Cupcake

CUT the ROPE 2

TOP SECRET

WANTED



For foul play, candy theft, hot air balloon hijacking and unauthorized rope cutting.
A GANG OF SPIDERS

REWARD
5,000,000 CANDIES*



THE BOX SF
1069 Howard St.
San Francisco,
CA 94103
U.S.
**CASE
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Press Kit #3

Date: December 5, 2013

Detective: Special Agent Francis Cupcake

