

Myriana's Cradle

A Transmedia Franchise by Nathan Liscom

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The Vision

Myriana's Cradle is a vast science-fiction world designed for in-depth transmedia storytelling. Each component is carefully crafted for a specific medium to serve as an entry point into this universe full of intertwined narratives that create a cohesive, living world with endless possibilities for engagement.

In this supporting document we will be discussing the launch of this series with my limited resources as an independent creator. The first phase consists of a collection of short stories, a website run by the in-universe government, and a comic series called Orbital Kennel 9. The central theme of this launch is rewarding engagement, so there are also a multitude of chances for fans to sink their teeth deeper into this content as it's developed. But this is just the beginning. Multiple storylines have already been created that would work better as movies, video games, prose novels, in-person live events, and much, much more!

We have learned from the successes and failures that other large franchises have experienced when attempting to transcend media forms. There are serious challenges when moving a franchise between mediums, particularly when originally designed as a single story told through one medium—like a book or video game. Those challenges, if not met with care, can be catastrophic for a franchise (and bad for investors).

The advantage of beginning with a transmedia perspective is that from day one each part is designed to enhance the experience of all others before you've written yourself into a corner. By creating consistently high quality and interconnected story elements across different platforms, we are simultaneously creating various onramps into this world for new audiences and making it feel immense and alive. The result is a symbiotic relationship with a thriving fanbase—a dedicated following that cannot get enough content, and they will reward us multiple times over if we prioritize rewarding them for continued engagement with the franchise.

Target Audience

Before we introduce the world in more depth, let's talk about who this is for.

- Mature audiences
- Adults ages 25-55
- Grew up watching anime and superhero movies (or their kids did)

The MCU has been the most successful franchise in film history. The whole world grew up watching the original Spiderman, and by the time Iron Man came out we couldn't get enough. Nerd culture has exploded, and it's not just superheroes. Anime has boomed in popularity with the same target audience also having fueled the growth of Dragon Ball Z, One Piece, and

Naruto. There are countless examples of action-adventure movies, books, and TV shows that were considered nerdy 30 years ago but are wholly centered in pop culture today.

But a lot of those series haven't aged with their audiences. Marvel is currently going through the process of figuring out how to market to older audiences who are looking for content that doesn't feel like it's aimed at young adults anymore. The kids who grew up loving action-adventure still love it—they just want it to meet them where they're at. That's what we're doing with Myriana's Cradle.

The World of Myriana's Cradle

A Note on Worldbuilding

Although the world of Myriana's Cradle is expansive, each new story element must take extreme care to follow the established rules and lore. Breaking canon is a cardinal sin. There is room to develop new technologies and discover new, alien species as the world evolves, but every minute detail must feel like it belongs in this narrative.

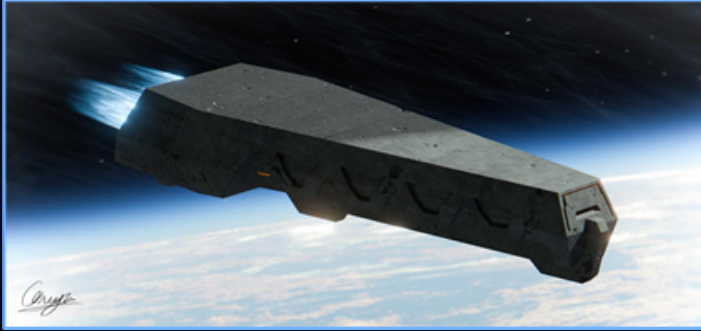
My task at the creation stage is to develop a world that is unique, defined, and full of eye-catching imagery. Just like a lightsaber is to Star Wars or the Holtzman shield to Dune, in Myriana's Cradle we have GARD technology so that even the action scenes have a special feel that you won't find anywhere else. This doesn't pertain solely to action or gear, but to any element of a world that is synonymous with the franchise itself.

We're not just selling a story. We're building a fandom around a universe. So before we get to the individual plots of short stories and comics, you must understand the essential history and core aspects that serve as the life blood to Myriana's Cradle.

What Does It Look Like?

Myriana's Cradle is defined by stratification. The colonies in space have very little in common with their former home back on Earth, so just looking at scenes in either location should evoke entirely different feelings. But the worlds aren't entirely separated, and they should mesh together where the boundaries meet.

The wealthy areas of development are influenced by brutalist architecture, looking almost like concrete. They have simple shapes and smooth surfaces with hard edges. This is contrasted with the jagged edges and scrap metal aesthetic of the groups left on Earth struggling to get by. Where the two groups mix, like around metropolitan areas, you can see the smooth, brutalist architecture in decay or retrofitted with pieces of improvised tech.



Example Spacecraft #1

Example spacecraft #2 - AI Generated
 Prompt: "A tubular spacecraft. It is grey, looks like concrete, and a simple, round shape. It is hovering nearby other brutalist structures. Realistic art style."



The Future Meets Decay



Scrap Metal City - AI Generated
 Prompt: "A futuristic city with modern roads in need of maintenance. The buildings look brutalist and concrete with rusty metal additions in irregular shapes."



Example City in Space

A Brief Essential History

More space, same problems. Humanity incorrigibly expands its reaches into space, little by little. When AMP tech was created in the late 2200s and settlement of new planets became a possibility, any notion of taking care of Earth's resources and environment was abandoned. The concept of home was no longer on a planet—it was in the stars. The discovered array of planetary systems that can support human life would later come to be known as Myriana's Cradle.

For any who could afford to partake, this marked a new age of science, technology, and human innovation. But for those without the means to journey this new frontier, conditions worsened dramatically. The governments of nations on Earth dissolved into embassies and were largely ceremonial—designed to reasonably maintain rather than allocate resources for development. After just a few generations, the stagnation of legislation and lack of economic stability led to a series of conflicts between increasingly desperate militias and governments all over Earth.

At first, the generally poorly supplied embassies couldn't stand up to the collective might of Earth's various militia forces united in the common goal of putting governing power back into the hands of terrestrial citizens. In December of 2352, seven capital cities were claimed by militia forces over the span of three weeks in a series of battles that's now referred to as Yesterday's Dawn.

Not yet ready to fully surrender Earth, many of the nations scattered throughout Myriana's Cradle decided to collectively form a well-funded and democratically controlled organization tasked with keeping the peace over such vast distances—the Observed Department of Interconnected Nations (O.D.I.N.). Their first task? Reclaim the capital cities of Earth.

Less than three months after Yesterday's Dawn, O.D.I.N. had reclaimed the fallen capitals and designated most major cities around the globe as protected zones under martial law. Over the next few decades, skirmishes in and around cities would continue but to little effect. Areas outside of these cities were dubbed "neutral zones," which receive zero support from governments and have deteriorated into lawlessness and are run by barons and scattered rebel groups.

The chaos of this aftermath is where we find ourselves as we begin our journey through Myriana's Cradle in the new comic series *Orbital Kennel 9* centered around a band of do-gooders trying to create a safe haven in a former research vessel hovering outside of Earth's atmosphere.

The “Lightsabers” of Myriana’s Cradle

Gravity and Atmospheric Recalibration Device (GARD)

These are personal devices that make harsher planetary conditions feel more like Earth’s atmosphere. Similar to AMP technology (see next entry), they can adjust electromagnetic fields to increase or decrease the feeling of gravity on the wearer. They are calibrated as part of a suit that includes a retractable helmet filtration system that can chemically convert air to be safe for humans on most planets with an atmosphere. These suits also include a backup oxygen supply for emergencies and are battery-powered to increase the physical output of the user, allowing users to more easily pick up non-magnetic objects of a normal carrying weight in slightly stronger gravitational zones.

Lore Note: Though originally designed for exploration purposes, these devices have proven useful for combat, but due to the precision required to use, only the most elite of special forces have enough training to use these devices for reactive combat. Users can push or pull themselves away from objects with stronger magnetic fields. The further they move away from an anchoring field, the less the user can control speed and direction. They can also pull smaller magnetic objects towards themselves. Users often carry both a melee weapon and a small firearm that they can switch between quickly. Generally firearms are only used when standing on a planet’s surface due to the counteracting rotation effect. Even when stationary, firearms are only used strategically because GARD tech is designed to automatically concentrate the direction of magnetism enough to redirect even non-magnetic objects if they’re small enough—like bullets. However, the directional nature of magnets means that such defenses prevent users from propelling themselves at all while they’re active, temporarily subjecting the wearer to whatever gravitational forces, or lack thereof, are present.

[A Word From Nathan: gravity-defying technology is not unique to this world. But the way this is designed is set up to allow for exciting and creative choreography. GARD battles move very quickly, but are rich with strategy, and the skill required to use it means that the characters who can do so are important enough for the audience to have heavy investment in the outcome.]

Adjusted Magnetic Propulsion (AMP)

There are two primary forms of space travel:

- 1) Simple thruster propulsion: The general way people get between planets within a single solar system. This technology is common, but few individuals even in Myriana’s Cradle are wealthy enough to have a personal spacecraft. Generally interplanetary travel is a service similar to modern airplanes.

2) Adjusted Magnetic Propulsion (AMP): AMP gates consist of powerful magnetic fields that are capable of adjusting shape and strength, increasing propulsion gradually over time to offer a smaller G force on the human body. In order to significantly reduce travel time, passengers using AMP are suspended in chambers full of liquids designed to soften the effects of acceleration on the human body. AMP is a much faster way to travel across larger distances, but it's expensive and can only be done when there are no objects/debris/planets that will be in the direct line of travel during use. Therefore, each AMP gate has its own frequency of use, and may require a significant waitlist that is only circumvented by VIP status, like diplomats or military use.

Additional Lore: The first uses of AMP were exploratory ARCs. Originally 10 research colonies were sent to locations of interest, mostly planetary systems similar to Earth's. They are known as the Colonies of Research and Exploration (CORE 1-10), and they were the first instances of human travel beyond our immediate solar system.

Persons of Enhanced Technology (PETs)

As humanity discovered new planets, scientists played with the idea of physiologically altering humans to make settlement easier—increased resistance to gravitational pressure or reduced oxygen, for example. This technology proved to be far riskier than mechanical devices that achieve similar results, so it was largely abandoned and thought impractical. However, this research eventually made its way into the hands of desperate militia groups that began to develop this technology with the intention of combat use, despite the risks. Thousands of rebel volunteers died during experimentation, but those who survived became the first augmented humans. In effect, they were super soldiers—stronger and faster than the average person, to varying degrees. However, in most cases these individuals cannot survive without ongoing medical care of a quality that is extremely rare on Earth, and there is no known cure or reversal for this condition.

Additional Lore: The first use of this technology provided the overwhelming military might that led to Yesterday's Dawn. Reports of these soldiers influenced the creation of O.D.I.N. out of fear that if left unchecked they could quickly expand further into Myriana's Cradle. O.D.I.N. offered huge rewards, including off-world transportation, to anyone who could provide information as to the whereabouts of any augmented humans, and their search continues to the present day. Many locals despise augmented humans and blame them for O.D.I.N.'s involvement on Earth. If the blame wasn't enough, O.D.I.N. gave augmented humans the choice between execution or employment. Augmented humans who agreed to use their abilities as soldiers, bounty hunters, and bodyguards, were generally compensated extremely well and given access to critical medical care. Therefore, most accepted the deal, prompting the derogatory nickname PET from terrestrials, which is used generally as a slur for all augmented humans, even the ones unaffiliated with O.D.I.N. or corporate employment.

Armed Research Colony (ARCs)

ARCs are the primary research and expansion teams throughout Myriana's Cradle and beyond.

They are tasked with exploring unknown planetary systems, and are the first to travel through new AMP gates. They are fully self-sustaining research vessels that function as their own cities with similar governing structures (though typically they are run as a branch of the military for an established government). ARCs are equipped with state of the art military technology to combat anything they might encounter. Those who remain in orbit are generally considered quite safe,

but on rare occasions in-atmosphere research teams can be exposed to extreme danger.

However, the compensation and quality of life that accompanies ARC exploration teams means there is usually no shortage of individuals ready to take up this important task.

Additional Lore: ARCs vary in population—from tens of thousands to a few million—based on the systems they are exploring. While a majority of the population will be involved in research or defense, ARCs are designed to provide for all needs of life and have room for varied professions, entertainment, growing families, schools, and so on. Because ARCs are the first through new AMP gates and construction of new gates take decades, many ARC voyages are considered one-way. Therefore they are designed so that one could be born, live, and die on an ARC and want for nothing.

Hazard of Planet Score (HOPS)

Ranking system combines Environment Threat Level and Entity Threat Level scores as seen below. For reference, Earth is HOPS 0R.

Environment

0-No threat level at all. Humans can exist in atmosphere unassisted indefinitely.

1-No immediate threat level. Some equipment required for stays over 3 months.

2-Humans need equipment at all times to safely exist in atmosphere.

3-Heavy equipment needed for human existence. Extremely hazardous.

4-Uninhabitable.

Entity

U-Unknown. Extreme caution recommended.

N-No entity threat level for humans.

R-Rare encounters with dangerous entities. Avoid unknown wildlife.

C-Common encounters with dangerous entities outside of designated safe zones.

F-Frequent encounters with dangerous entities. Settlement not recommended.

L-Lethal entities beyond reasonable risk. No exploration permitted.

The Banned List

Some things in science fiction often feel like magical solutions to potentially interesting dilemmas. For example, AMP tech relying on clear paths of travel means that when characters travel between systems, they might do so knowing that they can't return for a significant amount of time. This gives their decision to go somewhere else heavy consequences, and consequences are interesting!

Therefore, the following technologies are banned:

- Hyperspeed space travel at the push of a button
- Extreme hackers that can essentially act like soft magic users
- Time Travel
- Cryogenics
- Force Fields
- Portals/teleportation
- New Dimensions
- AI so enhanced it controls almost everything
 - Though it does exist to help with things like quick calculations and there are bots capable of speech and simple tasks, like C3PO

Themes

Just as the visual aesthetics must be consistent with our expected perception of the world, so too must be the philosophies in our narratives. Although there may be some variation in future stories pertaining to specific characters, our introduction to this world through the comic of Orbital Kennel 9 and supporting short stories will embody three core themes:

1. We must take care of those who have less power than us.

Failing to do so has consequences for all of us. This is a derivative of “with great power comes great responsibility.”

2. Failure only happens when you stop trying.

Extremely popular within anime and manga that have made it big in the West.

3. Home is about the people you choose to make it with.

This one is extremely personal for me and helps me pour my soul into this work. It's also embodied by many of our favorite characters. From friends to enemies, any ragtag group that finds themselves on a similar mission will likely share a similar theme.

Themes keep the story grounded and centered. It's a way to organize the chaos that comes with complex narratives, especially as we travel between storylines and mediums. Villains are those who stand in direct opposition to at least one of these. Interesting villains might stand directly with two of these, and strongly oppose one of them.

Example: A team of scientists in a remote colony works extremely hard to explore a planet for anything that could cure a disease like cancer. They have reason to believe that a solution will be found if they can keep studying new life forms. The team becomes a family and are very supportive of each other. But after years of searching and failed experiments, they grow impatient and decide the safe way of researching isn't worth the wait, so they cut corners and disaster ensues.

These three themes are chosen specifically because we don't want to stray too far from the ideals instilled in us from growing up with superhero movies. We're just bringing them into a more mature world.

Original Digital Comic: Orbital Kennel 9

This is the anchor medium for the first phase of releases for this franchise. The other media created as part of this initial release are all designed to build the world while acting as supporting materials for this comic series.

The Plot

Year 2407. Humanity expands evermore into the vastness of space while habitants of Earth struggle to survive on land void of resources. As skirmishes between rebel groups and military contractors threaten to destroy what remains of Earth's civilization, a small band of do-gooders strive to create a haven from the violence in a former research vessel, Orbital Kennel 9.

However, when they decide to take in a girl running from the law, they quickly get in over their heads when it's revealed that she's wanted for discovering proof that a corrupt O.D.I.N. official is accepting corporate bribes for failing to report their harvesting of rare resources on a planet with a contagious, horrific fungal infection that could kill millions across Myriana's Cradle.

Main Characters

Dr. Onila Wolf

63 years old. Scientist, MD, engineer, former entrepreneur and now all-around do-gooder. She is attempting to assemble a safe haven around Earth by means of the former biological research station Orbital Kennel 9. An expert in all things biotech and ship repair. She vows to give shelter to any humans who truly seek it as she researches a potential way to reverse physiological augmentations in humans.

Sebastian Silver

32 years old. Stubborn and argumentative, but always has your back. Although he can come off a bit conceited, on the rare times he'll flash you a smile, it's the most calming and welcoming smile in the world. On three separate occasions he's lost a limb (both legs and right arm), but fortunately he's always had Onila to fix a prosthetic. While not the most capable fighter, he will undoubtedly throw himself into sticky situations to try to help those in need. He has kept his friends out of trouble more than once with his quick wit and silver tongue.

Oliver 'Ox' Pullman

41 years old. Generally a quiet personality, when not arguing with Sebastian. Physiologically altered to push the limits of human strength, he earned his name for his size and success in underground fighting tournaments for augmented humans. Onila rescued him when he was 23, and he's been helping her ever since. He loathes being augmented and sees his strength as a curse, so he keeps himself at a distance despite caring for his chosen family more than anything.

Willow Reeves

37 years old. Former militia member with augmented sight which can zoom in and connect to various integrated networks for biometric data and facial recognition. Even without the tech, she just might be the best shot in the galaxy. Despite being overly blunt and lacking charisma, Willow believes in diplomacy first and wants to see a unified Earth free from violence. Though, when she attempts diplomacy, the shooting usually begins shortly after. Does not relish in killing, but will do so with terrifying efficiency if she feels it's necessary to protect her chosen family.

June Mayfield

28 years old. Stealth expert. Occasionally makes things go boom. June was one of the top academic performers in all research university programs before she dug a little too deep and learned what she wasn't supposed to. Since then, she's been on the run, at least until she comes into contact with Oliver and Sebastian where she is taken to Orbital Kennel 9 for refuge. Critical of authorities, especially those in space, knowing they're harboring greater secrets than what she's revealed so far. More than anything she wants humanity to see the corruption exposed so they can build better governments, but as a wanted person she has no credibility with the public or means of sharing the truth without risking exposing herself to those hunting her.

Art Style

This is a dystopian-ish world aimed at adults. Even though Orbital Kennel 9 is meant to be the comfortable, familiar-feeling intro to Myriana's Cradle with no shortage of humor, it still deals with heavy themes like grief, serious mental health concerns, and on rare occasions the limits of human brutality. When someone sees the art style, they need to be able to instantly tell that it's for adults. The best pick for this is illustrative realism with definition, particularly in facial

expressions. Everything should be outlined in black, and heavy use of dark lines for shading can prepare the reader for a darker mood.



Example 1: Monstress

Example 2: Batman & The Joker: The Deadly Duo



Example 3: Punisher Max



Example 4: AI Art

[Link](#)

Color

The serious art style will be accompanied by muted colors which dampen the overall mood and provide contrasting moments of brightness to strategically appear for emphasis and emotion in moments of beauty. The specific colors themselves will also sit in opposition to each other to demonstrate the stratified world—sepia filters for Earth and decay, deep blues and greys for the brutalist cities and futuristic technology, and a mix in areas where they meet.



[Link 1](#), [Link 2](#), [Link 3](#)



Why Digital Comics?

Comics provide a new way of experiencing a world that prose media cannot. The possibilities for creative paneling and imagery are endless, and some of the most emotional reading I've ever experienced has been at the hands of this sequential storytelling format. And, let's face it, comics are cheap. They can be mass produced quickly, and you can pump out hordes of new material in the same amount of time it takes to make a movie at a fraction of the cost.

Although my dream for this first phase of production is a physical print, that dream will exist as a stretch goal for now. The initial aim is a digital comic, which is extremely cheap to independently publish compared to physical media—a big selling point for a new venture by an independent creator. And digital comics bring some additional advantages besides monetary considerations.

In an increasingly online world, attention is a competitive business. Digital comics can use vivid, captivating imagery to instantly monopolize a viewer, even if only for a few moments. But in those few moments, a comic can tell enough of a story to generate lasting interest.

Link to Example Storyboard: [Example Storyboard: Home, Sweet Home](#)

Transmedia Elements

In addition to Orbital Kennel 9, the initial phase of releases includes three main transmedia elements:

- Five Short Stories
- The O.D.I.N. Website
- “Contracting Researchers”

Short Stories

I've chosen short stories for the initial releases in this franchise for two main reasons. First, prose is seen as the “mature” medium, so it appeals to a good portion of the target audience. Secondly, I can create them almost entirely by myself for very little cost, especially as eBooks. In short, they are a low-risk way for me to begin to build and engage a fanbase for this world.

Each of these stories is set during a time prior to the events of Orbital Kennel 9 so that readers of this collection will have additional background knowledge of characters and points of interest in the comic series. Although each short story and comic can be read and enjoyed for its own merit, readers of both will be able to see connections to easter eggs—like a painting of a shaggy dog in Sebastian's room—and have a greater understanding of how the world is moving outside of the pages currently in front of them. The overall idea is to welcome new fans no matter how they choose to hop on board while rewarding them for each instance of further engagement.

Sebastian and The Stray

This story follows a younger Sebastian and a dog that ends up adopting him more than the other way around. This is before he joins the team on Orbital Kennel 9. His story gives us insight into his personality and what daily life is like for those who live just outside of major cities after O.D.I.N.'s establishment of neutral zones.

The First PET

A look into the tragic history that is the creation of augmented humans. It follows a band of resourceful scientists on Earth who decide to try to sneak their way onto a new project off-world. They ultimately are discovered and have to flee back to Earth, but not before learning about the failed human augmentation project. When only a lone scientist makes it back, he decides that the only way he can honor his friends is to share this research with militia groups.

A Soldier on Earth

Told from the perspective of an O.D.I.N. soldier trying to do some good. He encounters an injured Willow after they ambush a militia camp far out in a neutral zone. At great personal risk, he abandons his post in order to help her. Even after she tries to kill him, he remains and helps nurse her back to health. In the end, Willow is found by her comrades and they kill the young soldier. Their time together teaches Willow about the nuanced nature of the conflict pushing her to eventually leave the militias and look for diplomatic solutions.

Launch of OK9

Our first real look into life in the expanded areas of Myriana's Cradle. The Orbital Kennel program was created by an established ARC after building a return AMP gate. The Kennels were biological research vessels meant to study lifeforms on alien planets by transporting them back to Earth and seeing how the changing atmospheric conditions can affect living organisms. We see the tense process of exploring a mostly unknown planet from an exploratory research team—the teams that are hailed as heroes by ARC residents—and we observe their first experience on Earth where they are despised by much of the local population.

Disappearance of CORE 02

A horror story following the perspective of an elite military team investigating the disappearance of the first exploratory research vessel to venture to an unknown planet's surface on the other side of an AMP gate. Our first story that has no time on Earth. Eventually, in Orbital Kennel 9, we learn that what destroys the hundreds of thousands on CORE 02 came from the very same planet that June uncovers is being looted by corporations, to give readers of both series an extra sense of fear when they read Orbital Kennel 9.

The O.D.I.N. Website

The second piece of transmedia in this project is the O.D.I.N. website. In case it isn't clear by this point, these guys are the ones who manage a lot of the sharing of information throughout Myriana's Cradle. The website will reflect that by regularly providing updates as to the goings on throughout the universe, including an updating library of planets/entities/discoveries of scientists in the ARCs. This serves as an ongoing platform of engagement with plenty of foreshadowing and easter eggs for upcoming releases.

Example: A new release is coming out that's going to center around a wanted criminal. A month before the release of the story, the website starts posting bounty notices for that person for fans to see and speculate on.

This is another transmedia venture that can be created with extremely limited cost and maintained mostly by myself. In addition, it will serve as a connected hub so that anyone who has interest in any single aspect of the franchise can easily see the other stories within the world in different mediums.

“Contracting Researchers”

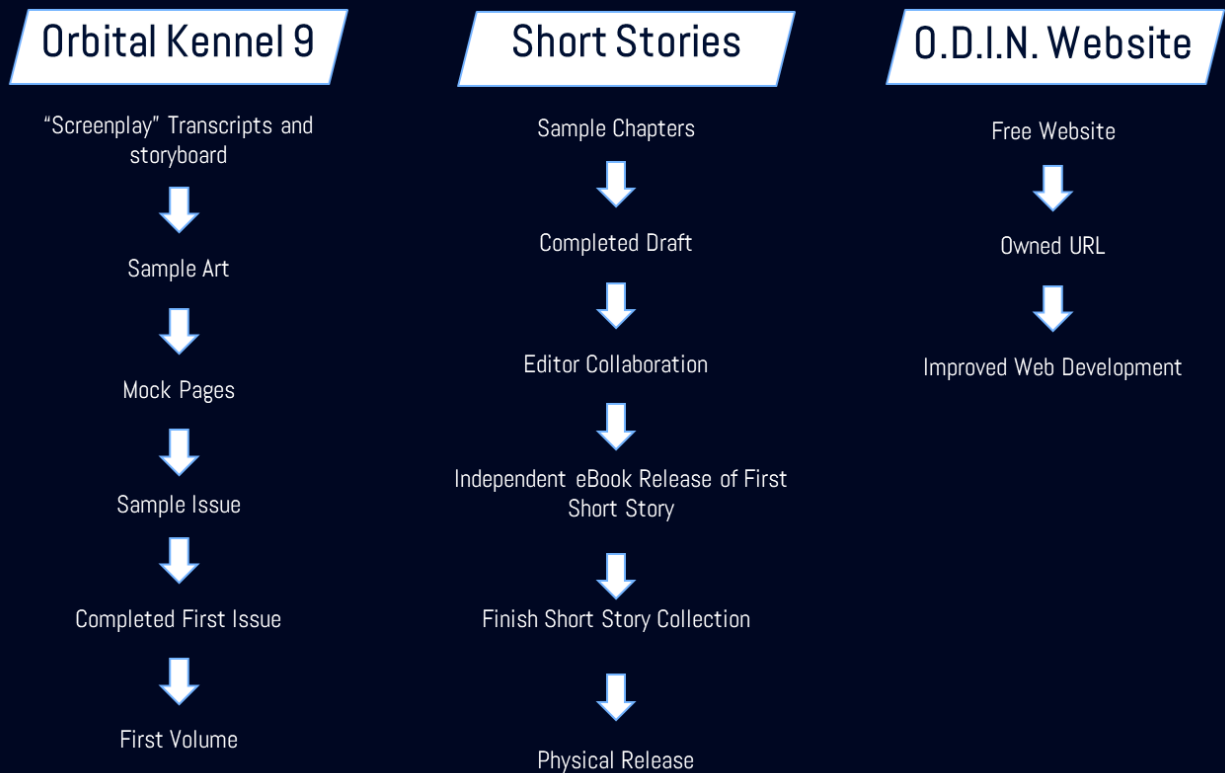
This is a strategy for heavy interactivity with the fanbase. The way this works is that O.D.I.N. will issue an open request for ongoing assistance with research projects. Fans can be recruited as “independent researchers” by submitting their own ideas and artwork for new planets and organisms. Every few months, a new award will go out to an outstanding researcher, who will receive recognition from O.D.I.N. on the website and a personalized plaque acknowledging their service to humanity's expansion. Their creations will then go into the official library on the website and can potentially be used in future stories within this franchise.

This is a highly rewarding experience for fans and allows them to directly participate in this world at the cost of only about \$20 every few months.

And with that, we've concluded the what. Let's take a look at the how.

Production and Overall Cost

Summarized, these are the main things we need to achieve for these initial releases:



As of now, I have no partnership with a production company. Therefore, crowdfunding is absolutely essential. I will be using Patreon, Kickstarter, and Royal Road as the primary platforms for securing funding. Below are what I will be using each platform for, as well as the tiers for Kickstarter and Patreon.

Patreon

Ongoing

- Private Discord
- Interaction with Creator
- In-Depth Lore
- First Looks
- Exclusive Merch
- Newsletters
- Private Live-Streams
- Many More!

Kickstarter

Orbital Kennel 9 Webcomic

- Sample Art
- Mock Pages
- Sample Issue
- Completed First Issue
- Subsequent Issues
- Completed First Volume
- Future Graphic Novels

Royal Road

Short Stories and Potential Prose Novel

- Weekly Releases
- ~2k words/release
- Samples of Short Stories
- Future Prose Novel

Patreon

1. \$5/month
 - Access to biweekly newsletter with status updates on the series
 - Access to private Discord where you will get the exclusive first look at short stories and comic releases, as well
2. \$10/month
 - All previous rewards
 - Special Discord status that gives access to additional, in-depth lore channel
 - Descriptions and sketches of tech designs
 - Biological research notes and sketches of new entities
 - Many More!
3. \$25/month
 - All previous rewards
 - Exclusive merch giveaways that will never be available anywhere else!

Contributors at this level will be able to vote on designs 3-4 months in advance.

 - Pins
 - Bookmarks
 - Small plushies
 - Stickers
 - Prints
 - And more!
4. \$50/month (limited to 100 to manage live stream interaction and writing feedback)
 - All previous rewards

- Choice of T-Shirt, not available anywhere else!
 - Frank's Underyard Bodyguard
 - P.E.T. Patrol
 - Tilapia Team
 - Discord status indicating your chosen shirt team that gives access to
 - Weekly interactive live stream (1 hour or more) with the creator(s) where we answer all of your questions about the series (and maybe play some games together)
 - Writing and world building advice from Nathan
 - Includes feedback on samples of your own writing
 - Signed print
 - Unavailable until an artist can be hired, but contributors at this tier for any length of time will receive this as soon as available
 - You will also receive a signed copy of my own sloppy, original art (I apologize in advance)
5. \$100/month
- All previous rewards, but no further additions. All additional proceeds from this tier go towards artist compensation—the biggest hurdle to making Myriana's Cradle come to life.

Kickstarter

Kickstarter funding will be primarily used to help build a partnership with an artist to make Orbital Kennel 9 come to life. Art is a huge part of making this world what it needs to be, but unfortunately I don't have the skill for such a feat.

Pledge amounts:

- \$6 - Instant access to the digital comic upon completion
- \$10 - A sample print of the OK9 team
- \$20 - A tilapia pin with a recipe card for how to make it just like an interplanetary cruiser
- \$35 - A small plushie of 'cuteified' Oliver
- \$50 - Copies of the first completed mock pages
- \$85 - Orbital Kennel 9 t-shirt
- \$115 - A physical print of Orbital Kennel 9
- \$165 - A hardcover print of Orbital Kennel 9 with a sloppy hand-drawn sketch from Nathan (i'm sorry in advance)

Timeline of Releases



Some notes for this timeline:

- Everything on the first block of this timeline can be completed before beginning the launch
- Short stories will be released at consistent times on a weekly basis in segments of about 2000 words on Royal Road, with each one taking about 5 weeks to be fully released
- The discord will be a huge hub for me to engage with the following directly. I can post updates of releases and speak plainly without cryptic language on the O.D.I.N. website (although that will be utilized at every opportunity where it makes sense to do so)
- Regarding artwork, I am giving the artist ample time to complete the necessary work for ~25 pages of a standard length comic issue. You get two of three: High quality, fast, and cheap. With funding as the primary obstacle for me, I'm prioritizing cost & quality.
- The first phase officially ends with the release of the first issue of the digital comic, but if the campaigns are successful there are many plans for continued releases

Budgeting

Item	Price	Units	Total
Fiverr Art	\$250/piece	4	\$1000
Developmental Editor	\$25/page	150	\$3750
Artist Collab	\$300/page	25	\$7500
Cover Art	\$1000/cover	2	\$2000
Additional Sample Art	\$200/page	10	\$2000
Web Development	\$2,500/year	2	\$5000
Total			\$21,250

Budgeting Note: This is for the first issue of the Orbital Kennel 9 comic, estimated at a standard length of 25 pages, and five short stories estimated around 30 pages each, but some may be a bit shorter than that. The biggest expenditure by far is art work, as it's essential for making this world come to life and it's not something I can do on my own. Everything here can scale up depending on success—more art, bigger website, you get the idea.

What's Next?

If goals are met, the immediate next steps are to begin production on the next four issues of Orbital Kennel 9 to complete the first full volume. If possible, physical releases are desired, and the dream is a collaboration with Image Comics to give more value to the franchise and myself as a creator.

Additionally, I would love to begin to expand with video content to post to the O.D.I.N. website in live-action content of space exploration similar to the original [Backrooms](#) video releases, following research teams making new discoveries. This is also an opportunity to engage fans through youtube, TikTok, Instagram Reels, etc., while also showing the potential for this universe as a movie or TV show.

As I mentioned at the beginning, each element of this world is being crafted with ideas for movies, games, and more. I won't discount those possibilities, but that seems unlikely after these few releases. So until success is proven, those ideas can wait to be discussed further.

Thank you for your interest in this creation!



**AI Generated Concept Art*



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