



# 42. SAVING ICEBERG

CIP Number: CREZ-XIB-42



## **C2r Hook:**

*Aar, Gee, and Bee are not activists. They are gamers. But when their AR app predicts real-world collapse, the line between play and survival dissolves.*

## **Unique Proposition:**

The first climate-action narrative built on the Pixodus cosmology. Three teenagers discover that their augmented reality game has been training them to save the actual planet. The simulation was never the game. It was the tutorial.

## **Creative Inception:**

2023, during the development of the *RIO Char Bible* [citation:RIO\_char]. The Pixodus trinity (Aar, Gee, Bee) needed a proof-of-concept mission. Tomar asked: *What if the first thing they save is not a forest, not a species, but a single iceberg—and that iceberg is sentient?*

## **Format:**

- Courses, 12 hours total
- Reference: *Kurzgesagt – In a Nutshell* [citation:TOC\_CREZ2.pdf]

**Cost Projection:**

Item	Basis of Estimate	Cost (USD)
AR game development (Unity, cross-platform)	Reference: Pokémon Go-scale development	950,000
Narrative design (Pixodus universe integration)	Writing + worldbuilding	180,000
Climate science consultation	Glaciologists, marine biologists	150,000
Educational module packaging	Teacher resources, classroom kits	120,000
<b>Total</b>		<b>1,400,000</b>

**Proposed Completion:** Q3 2026 – Q2 2027

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