# Jungle Takeover

A game for the Jumanji campaign on Twitch. A 3D jungle grows over a streamer's picture, live inside their OBS, and their chat has to fight it back.

Version 1, for review
27 November 2026




Watch online: the full game. Wave 1 at 01:31, wave 2 at 03:03, wave 3 at 04:55, wave 4 at 06:33, wave 5 at 08:24, takeover at 09:26.

# One full game, start to finish

Recorded from our OBS plugin, with sound: how we picture the finished experience.
This game goes all five waves and the jungle wins, 2-3.

### The rests are cut short

Under a minute each in the film. In a real show a rest is three minutes by default, and the operator can make it longer.

Full game with HUD MP4, 1080p, 1.5 GB

### The HUD is a stand-in

Still images laid on top so the film can be followed. Not animated, not final. You pick the design.

### The camera is a still

A blurred film frame stands in for the streamer's webcam. Everything else is drawn and played live by the plugin.

# What is on screen

A frame from the film, as wave 4 starts.




1 **The meter**
Chat fills it by spamming the emote.

2 **Lives**
One goes each time the jungle breaks through.

3 **The wave title**
As each wave starts and ends.

4 **The jungle**
Grows in from the edges, different every game.

5 **The weather**
Follows the state of the game.

We plan to let each streamer keep their face cam and game HUD clear of the jungle.

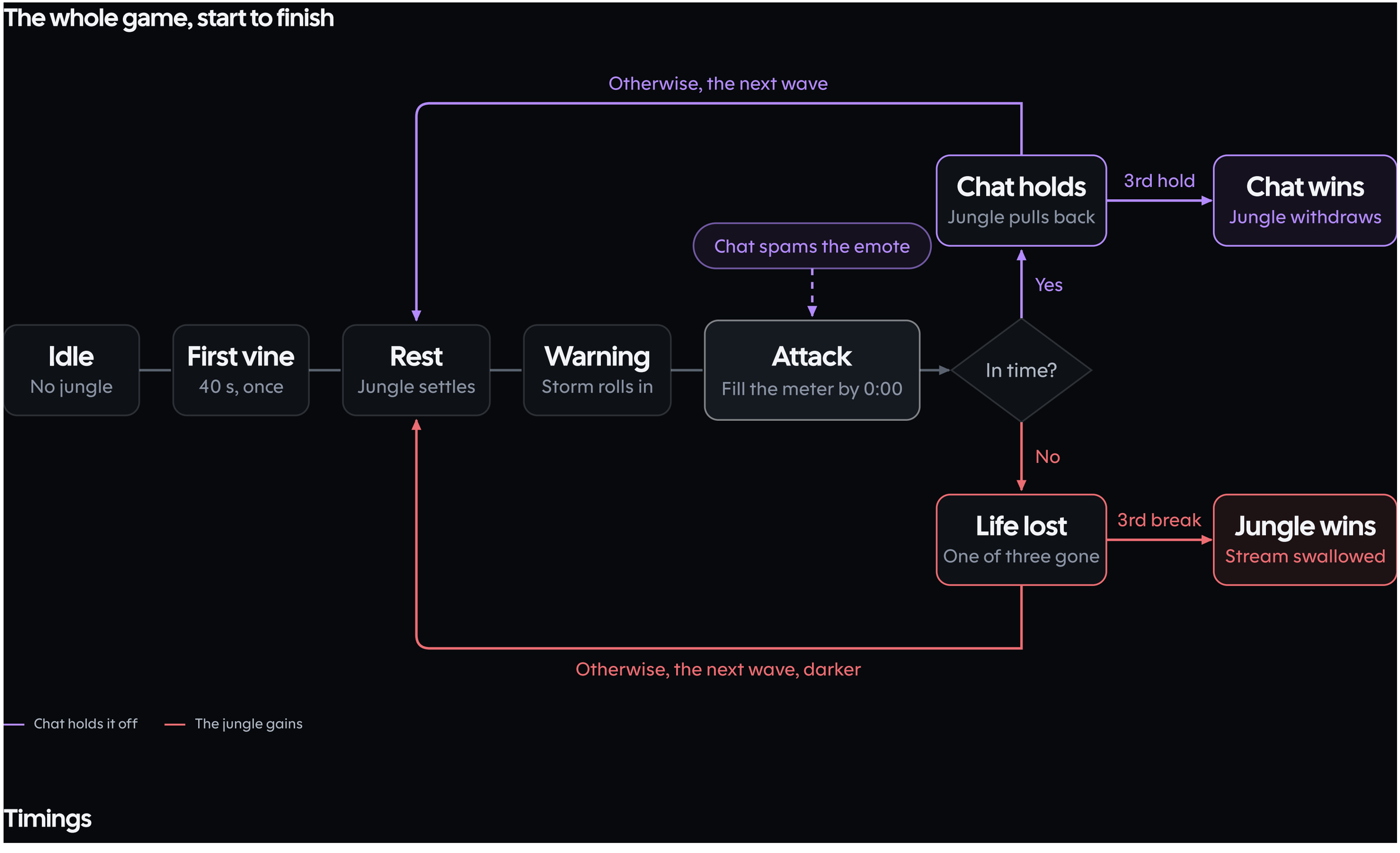
# How a game works

The jungle comes in on a timer. Chat pushes it back by filling a meter.

- **The jungle attacks in waves**
  A seven-second warning, then an attack on a timer, 48 seconds by default.
- **Best of five**
  First side to three wins, so a game is three to five waves.
- **Chat fights back with one emote**
  Spamming it fills the meter. Full before time runs out: chat holds and the jungle pulls back.
- **Darker as lives go**
  Day, dusk, then night, in picture and music. A match point always brings the storm.
- **Out of time, the jungle breaks through**
  Chat loses one of three lives. The jungle keeps its ground.
- **Two endings**
  Chat wins and the jungle withdraws, or the jungle swallows the stream for up to 20 seconds, then lets go.

The meter **scales with the chat**: if half the active chatters keep spamming, it fills at about 60% of the timer, on a small stream or a big one.

## The whole game, start to finish




## Timings

Tuned in the plugin. Attack and rest length can be changed from the panel.

| Warning | Attack | Outcome |
| --- | --- | --- |
| 7.2 s | 48 s by default | 6 s |

One wave, to scale. Then a rest: three minutes by default.

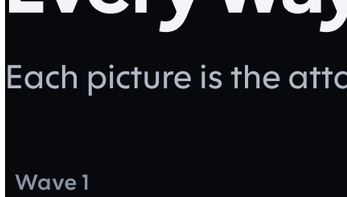
| | |
| --- | --- |
| First vine | 40 s, once a game |
| Attack | 48 s by default, 15 to 120 s |
| Chat holds, or a life is lost | About 6 s |
| Chat wins | 15 s, picture clean by 17 s |
| Aftermath | Clean by 18 s, then waits for New game |
| On the beat | Every change waits for the next bar, 2.4 s at most |

| | |
| --- | --- |
| Warning | 7.2 s: three bars at 100 BPM |
| Shortest attack | 6 s, even if chat fills the meter sooner |
| Rest | 3 min by default, or the operator's call |
| The jungle wins | Up to 20 s, letting go from 10 s |
| Hold by itself | After 3 s without the chat feed |
| A whole game | 9 to 17 min, plus 4 for the opening |

# Every way a game can go

Each picture is the attack played from that score, chat first. Pick a game to follow it.

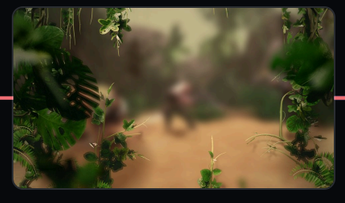
Wave 1 | Wave 2 | Wave 3 | Wave 4 | Wave 5 | Ending



**0-0**
3 lives



**1-0**
3 lives





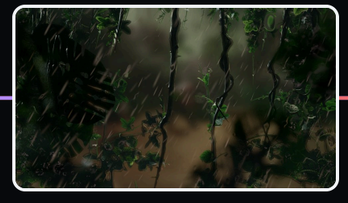
**2-0**
Match point, 3 lives



**1-1**
2 lives



**2-1**
Match point, 2 lives

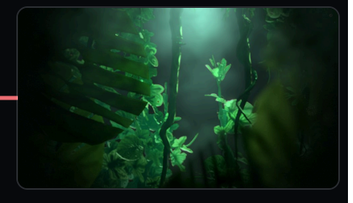


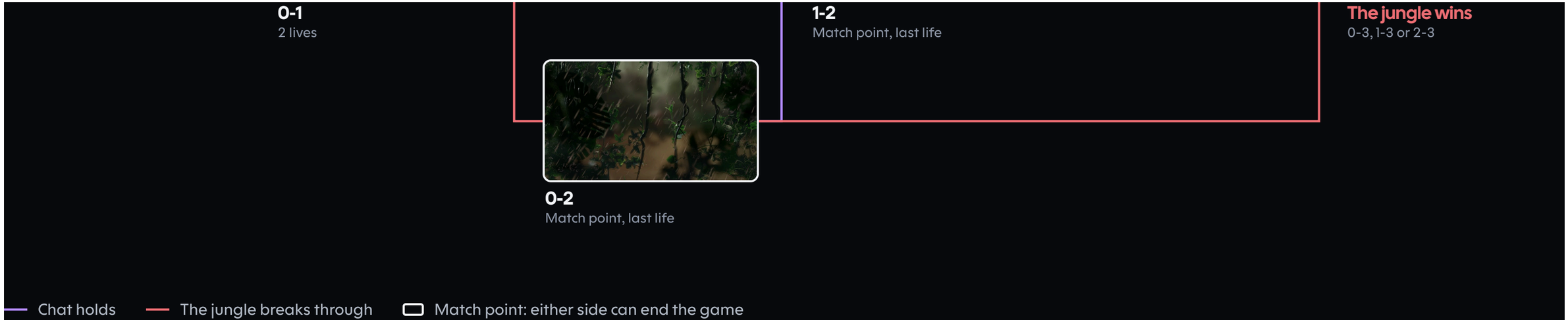


**2-2**
The decider, last life



**Chat wins**
3-0, 3-1 or 3-2






Rendered by the plugin over the same stand-in camera as the film.

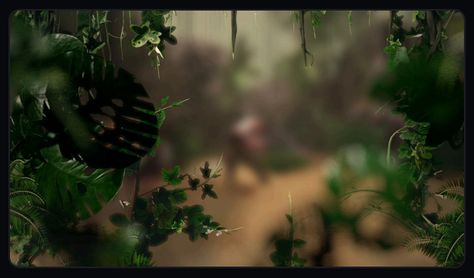
## How each wave ended in the film



Wave 1, 0-0
Held, 3 lives



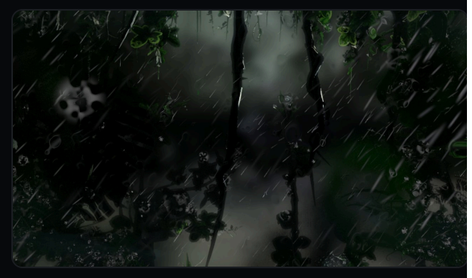
Wave 2, 1-0
Lost, 3 lives



Wave 3, 1-1
Held, 2 lives



Wave 4, 2-1
Lost, 2 lives



Wave 5, 2-2
Lost, last life

## The rests, by lives left

The jungle keeps what it took. The last life turns to dusk.



**3 lives**
Warm, a little jungle



**2 lives**
More of it, cooler light



**Last life**
Dusk, rain, a heartbeat

# State by state

Cut from the film, without the HUD.

## First vine

40 s, once a game



See One vine grows in from a corner. Shown here four times faster.

Hear Almost nothing: a distant drum, night air fading up.

In the film at 00:03 Download

## Rest

between waves



See The jungle settles where it is and moves in the wind. A little more of it after every wave.

Hear Quiet, uneasy music under the streamer's voice. It changes with each life lost.

In the film at 01:00 Download

## Warning

7 s, every wave



See The wind picks up and the sky closes in to the coming wave's light.

Hear A three-bar build that lands on the attack's first beat.

In the film at 06:33 Download

## Attack

48 s by default



See The jungle grows in on the timer. Wind, rain and lightning build with the wave, and animal shadows cross the room.

Hear A hit on the first beat, then driving music, with the storm on top.

In the film at 06:41 Download

## Chat holds

about 6 s



See The jungle is pushed back and the light lifts.

Hear A bright chime the moment the meter fills, then a brass statement on the next bar.

In the film at 05:36 Download

## The jungle breaks through

about 6 s



See A burst, two strikes of lightning, the picture takes a hit. The jungle keeps its ground.

Hear A heavy blow, heavier each time, then only its tail for a bar.

In the film at 07:26 Download

## Rest on the last life

before the decider



See Dusk, rain, the jungle at its thickest, a teal glow above.

Hear A low drone and a slow pulse, heavy rain, a heartbeat.

In the film at 07:38 Download

## How the attack changes

by wave and lives

The wave sets how hard the jungle comes in. Lives lost set the light. A match point always brings the storm.

See every attack

# The two endings

Recorded separately, from the deciding wave.

## Chat wins

15 s



See Sunlight breaks through and the jungle withdraws. Clean in about 17 seconds.

Hear A fanfare, bigger the more lives were kept.

Download MP4, 1080p, 82 MB

## The jungle wins

20 s, then aftermath



See The stream is swallowed in green for up to 20 seconds, then the picture clears.

Hear A blackout, a last huge hit, then a low aftermath under the streamer.

In the film at 09:26 Download MP4, 1080p, 201 MB

# The animals

Animals cross the screen during attacks. We recommend showing them only as shadows.

## As shadows Our pick

The jungle, the storm, the HUD and the streamer already fill the frame. A shadow adds a huge animal without adding clutter: it sweeps across the room and the vines, and you never quite see what cast it.

Because only the outline is kept, the AI animals look as good as your renders. Nothing that gives AI away survives as a shadow. It also never covers the streamer.

**In the film**

Stampede, elephants, ostrich, lion, birds, rhinos and the jaguar.



Jaguar AI



Stampede Your render



Elephants AI



Lion AI



Ostrich Your render



Rhinos AI



Birds AI



Camel Your render



Mandrill Your render



Monkeys AI



Songbirds AI

## What we also tried: your renders, in full colour

They fit into the 3D jungle, lit by its light and behind its leaves.

**Too much on screen**

A full-colour animal on top of everything else pulls attention from the streamer.



Camel



Mandrill



Ostrich



Stampede

## What we also tried: AI animals, in full colour

We generated more animals to fill out the set.

**Not good enough up close**

Seen in full, the movement and the detail look AI-made. As shadows they work.



Elephants



Lion



Rhinos



Monkeys



Birds



Songbirds

Every animal clip at full quality

# What makes up the picture

One frame of the last wave, built up layer by layer. Each layer can be turned up, down or off.



1 The camera



2 Storm light



3 Jungle fever



4 The jungle



5 Debris



6 Mist



7 Rain



8 Drops on the lens: the stream

## Each layer on its own

Faint ones brightened so they show.



**The jungle**
On black



**Its shadows**
Over the camera



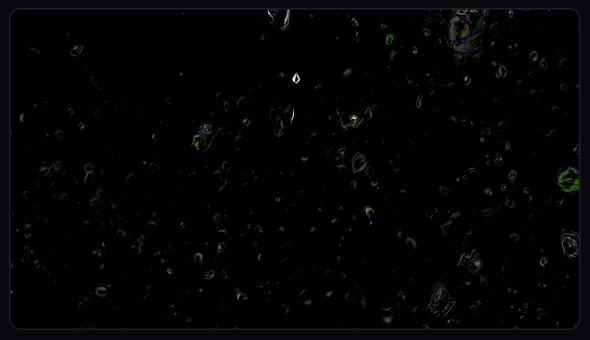
**Debris**
Over the camera



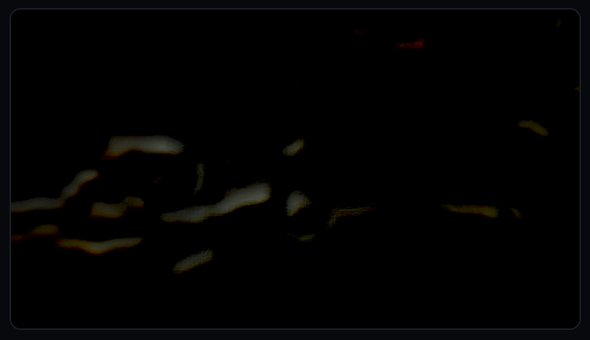
**Mist**
Four times brighter than on stream



**Rain**
Twice as bright



**Drops on the lens**
Three times as bright



**The fever's glow**
Three times as bright



**The fever alone**
At its strongest, in normal light

Every layer and step ZIP of 1920x1080 PNGs, transparent layers included

# The HUD

The meter, the lives and the wave: what chat reads at a glance. You pick the design.

## The stand-in from the film

Still images, shown on black.



Meter empty, 3 lives



Half full, 2 lives



Full, last life

## HUD options

Each one where the meter sits, over the last wave.



## Film style Our pick

Good Taken from the Jumanji poster and lower thirds, in the same gold as the titles, so it all reads as one campaign. Thin, so it covers the least of the stream.

Harder On its own it says little about the jungle. It leans on the scene for that.



## Retro screen

Good The easiest to read. Feels like old equipment.

Harder A solid block across the top of the stream.



## Movie prop

Good The jungle has taken the HUD over too.

Harder Its vines compete with the real ones. The busiest of the five.



## Cartoon game

Good Bold and friendly, reads at any size.

Harder A cartoon style next to a realistic jungle.



## Pixel art

Good Playful, a nod to retro games.

Harder Pixel art clashes with the 3D picture.

Coming soon One more direction.

## Animation drafts

How the titles come in. Drafts, on black.




A wave starts




A wave is lost




The jungle spreads

## On-screen text

### Are these right?

Every title in the film. Tell us if any wording should change.




A wave starts: WAVE 1 to WAVE 4




The deciding wave starts, at 2-2




Chat holds a wave




The jungle breaks through




Chat wins the game




The jungle wins the game

The stand-in HUD art ZIP of 1920x1080 transparent PNGs

# The sound

One mix that follows the game, built from your score and timed to the beat.

**One piece of music at a time.** It changes on a hit, never a crossfade.

**Darker as lives go.** A darker cue, with drums, a heartbeat and rain on top.

**Effects follow the picture.** Thunder with the lightning, a call with each animal.

**Under the streamer.** Their voice always comes through.

| | |
|---|---|
| **Music** | From your score. Day, dusk and night versions. |
| **Rhythm** | Drums and a heartbeat, added as the jungle gains. |
| **Weather** | Wind, rain and thunder. |
| **The jungle** | Night air, rustles, animal calls. |
| **Hits** | The warning, the meter's chime, the blow when a life goes. |

## How the layers build

The same five layers at four moments. Drawn from the sound plan to show the idea, not measured levels.




## Hear it, as OBS recorded it

Cut from the film's sound track: the plugin's own mix, nothing added. All waveforms share one scale.

**Rest, 3 lives**
Under the streamer's voice

0:12

**Attack, 3 lives**
Wave 1

0:12

**Attack, 2 lives**
Wave 4, the storm



0:12

**Attack, last life**
Wave 5, the decider



0:12

**A life lost**
The blow, then its tail



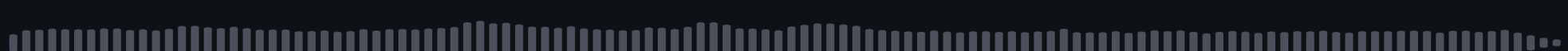
0:09

**The jungle wins**
Blackout, last hit, aftermath



0:15

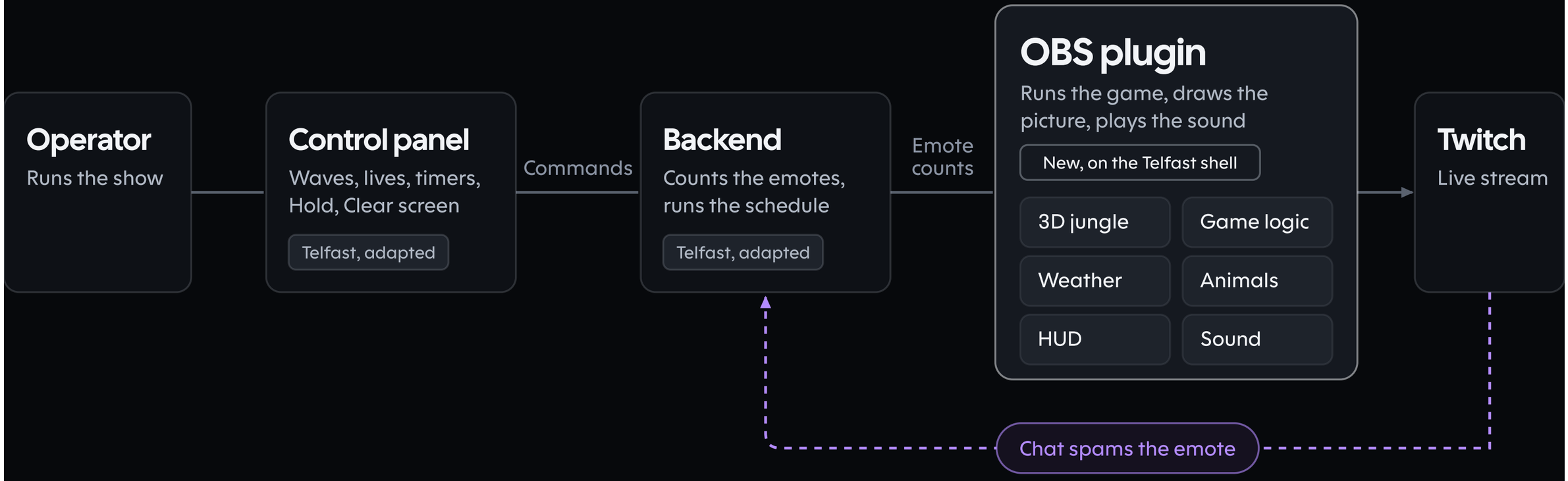
**Chat wins**
The fanfare



0:16

# How a show is run

The streamer adds one OBS source, once. We run the show from a web control panel with a live preview.




The control panel and the backend are the Telfast ones, with new buttons and rules. The plugin keeps Telfast's OBS shell, panel link, hotkeys and one-press clear; everything it draws and plays is new.

### With an operator

Starts every wave by hand, and can add time, top up the meter or set lives.

### Semi-automatic

Waves start on a schedule, three minutes apart by default, and the game runs itself. The operator can step in at any time.

**Adjustable**
Attack length, rest length and meter difficulty are set from the panel.

**Hold**
Freezes the show. Starts by itself if the chat feed drops.

**Clear screen**
One press, always available. The picture is clean at once.

# In short

### One source in OBS
Draws the jungle, runs the game, plays the sound.

### Separate parts
Jungle, weather, animals, HUD and sound each change or switch off on their own.

### Never the same twice
Twenty possible games, and the jungle is grown fresh every time.

### By hand or on a schedule
An operator drives it, or opens the show and lets it run.

## This is our full proposal. Any part of it can change.

The HUD, the animals, the sound, the look of each wave and every timing are separate pieces. Change one and the rest stays as it is. Tell us what you would like different.

## What we need from you

1 **A HUD direction**
Which of the options. We would go with the film style.

2 **The on-screen text**
Is the wording right? The titles are here.

3 **Animals as shadows only**
Are you happy to go with shadows?

4 **AI-made material**
The animal shadows and some sound effects are made with AI. Is that fine for the campaign?

# All files

Everything on this page at full quality.

| File | What it is | Size | |
|---|---|---|---|
| **Films** | | | |
| Full game with HUD | The whole film, with sound | 1.5 GB | MP4 |
| Chat wins | The winning ending | 82 MB | MP4 |
| The jungle wins | The losing ending | 201 MB | MP4 |
| **States, cut from the film without the HUD** | | | |
| First vine | Four times faster | 31 MB | MP4 |
| Rest | | 8 MB | MP4 |
| Warning | Wave 4 | 14 MB | MP4 |
| Attack | Wave 4 | 47 MB | MP4 |
| Chat holds | Wave 3 | 15 MB | MP4 |
| The jungle breaks through | Wave 4 | 35 MB | MP4 |
| Rest on the last life | | 21 MB | MP4 |
| **Animals, 1080p, no sound** | | | |
| Camel, in the scene | Your render | 40 MB | MP4 |
| Camel, as a shadow | Your render | 32 MB | MP4 |
| Mandrill, in the scene | Your render | 29 MB | MP4 |

| File | What it is | Size | |
|---|---|---|---|
| Mandrill, as a shadow | Your render | 16 MB | MP4 |
| Ostrich, in the scene | Your render | 42 MB | MP4 |
| Ostrich, as a shadow | Your render | 31 MB | MP4 |
| Stampede, in the scene | Your render | 15 MB | MP4 |
| Stampede, as a shadow | Your render | 13 MB | MP4 |
| Birds, in the scene | AI-generated | 18 MB | MP4 |
| Birds, as a shadow | AI-generated | 13 MB | MP4 |
| Elephants, in the scene | AI-generated | 46 MB | MP4 |
| Elephants, as a shadow | AI-generated | 29 MB | MP4 |
| Lion, in the scene | AI-generated | 54 MB | MP4 |
| Lion, as a shadow | AI-generated | 27 MB | MP4 |
| Monkeys, in the scene | AI-generated | 20 MB | MP4 |
| Monkeys, as a shadow | AI-generated | 19 MB | MP4 |
| Rhinos, in the scene | AI-generated | 35 MB | MP4 |
| Rhinos, as a shadow | AI-generated | 21 MB | MP4 |
| Songbirds, in the scene | AI-generated | 22 MB | MP4 |
| Songbirds, as a shadow | AI-generated | 19 MB | MP4 |
| Jaguar, as a shadow | AI-generated | 50 MB | MP4 |
| Pictures | | | |
| Visual layers | The build-up and every layer on its own | 36 MB | ZIP |
| HUD options | The five designs and the title animation drafts | 5 MB | ZIP |

| File | What it is | Size | |
|---|---|---|---|
| Sound clips | Seven moments from the film's sound | 2 MB | ZIP |
| Stills | Every picture on this page | 4 MB | ZIP |
| Stand-in HUD art | The meter and title cards from the film | 8 MB | ZIP |
| This page as a PDF | Pictures in place of the videos, every link kept | | PDF |

kudos

Jungle Takeover, version 1 for review. Every game picture on this page is drawn by our plugin.