**jkvbdlaljcbsdlvbaGeneral Ass broad game settings/conflicts**

* Inside the head of a madman
* Hidden ecosystem somewhere on Earth
  + Hidden beneath the ocean
  + Underground cavern
  + Arctic (north or south) valley
* First encounter on an alien planet
* Invasion
* Waking up a dormant threat
  + Something hatches from the sun
  + Something hatches from Earths core
* Alternate universes colliding
* Captain America 2esque New World Order conspiracy
* Mutation of the world(i.e. zombies, virus, radiation, etc.)
  + Change in the orbit of the Earth brings us closer to sun or something else
  + Nuclear warfare
  + Spores realeased from some hidden virus (killed the dinosaurs maybe?)
  + Malevolent or not govt/individual purposefully doses populations with mutating agent
* Mystic catastrophe
  + Mystic villain awakened my archaeologists
  + Mystic villain awakes from predetermined hibernation
* Planet of the apes-esque animal test-subject revolt
* The end of days (Christianity-themed apocalypse)
  + Four horsemen
  + Anti-Christ
* Faustian contract gone wrong
* Ancient warrior sealed away awakens
  + Different from mystic villain, possibly awakened by some modern problem(global warming, fossil fuels in the atmosphere, noise pollution, hate, intolerance, etc)
* Fantasy island owned by evil/chaotic neutral billionaire
  + Hunting kidnapped victims
  + Simply watching kidnapped victims fight environment
  + Watching kidnapped victims fight each other
    - Or volunteers, mortal kombat style
* Artificial intelligence spawns in the virtual space of the internet, enslaves humanity through social media, computers in general
* Characters all animals, but setting is the human world(to scale, as in if they are mice, living in the much larger human world)
* In a future where humans are bio-integrated with machines, AI takes back control