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KAIJUMIETZ – Press kit

Enter any real address – OpenStreetMap builds the neighbourhood, and a giant mint-green cat gets two minutes to flatten it.

FACT SHEET

At a glance

TITLE

KAIJUMIETZ

DEVELOPER

Sebastian Mietzner · MietzMedia,
Hamburg, Germany

RELEASE

2 October 2026 · major update
October 2026 (Kaiju levels, Cat Pass,
legendary sets, expeditions)

PLATFORM

Browser (HTML5) on desktop, tablet
and mobile · installable as an app

PRICE

Free · no download · account
optional

GENRE

Arcade · Destruction · High score ·
Collecting

LANGUAGES

English, German, Spanish,
Portuguese, French, Japanese,
Polish, Turkish, Urdu

PRIVACY

No ads, no tracking

WEBSITE

kaijumietz.de

DESCRIPTION

Your street is the level

KAIJUMIETZ turns any real address into a game level. The game loads the OpenStreetMap data around it and builds a small 3D city within seconds – buildings, streets, parks, water and landmarks. Then a giant mint-green cat lands and has two minutes: stomp, sweep with the tail, aim the laser eyes. The more you destroy, the higher the alert level rises – police, tanks and helicopters move in.

- **Any address worldwide:** at home, at the office, at school – wherever OpenStreetMap has enough data.
- **OSM as a game mechanic:** building heights and tags determine looks, resistance and points; landmarks give bonuses.
- **Kaiju levels:** 50 levels with a reward path (cats, weapons, hats, effects) and endless stars beyond – plus a daily streak and a free seasonal Cat Pass.
- **Collecting:** 150+ cats, hats, weapons, effects and collars, 4 legendary 5-piece sets with set aura and title, an album with 48 landmark cards.
- **Something new every day:** city of the day (double CatNips), 3 expeditions with special rules and bosses, weekly missions and events like Halloween.
- **World tour:** 38 cities from New York to Tokyo, with stars and a harder nightmare mode.
- **Competition:** worldwide and per-place leaderboards, district duel, weekly city with a prize, office level boss rush, Boss Monday and private friend leaderboards with prize money.
- **Fair:** everything can be earned by playing; purchases are cosmetic only – no pay-to-win.
- **No barriers:** free, no download, no account required, no ads, no tracking.

Everything in the game

KAIJU LEVELS

XP from every round · 50 levels in 3 phases · stars after level 50 · title “Kaiju Legend”

REWARD PATH

An item every 5 levels, a cat or weapon every 10 (Dino, Phoenix, Golden, Comet cat)

DAILY STREAK

Daily CatNips (up to 200), one missed day per week is saved

CAT PASS

20 free tiers per season with a season cat, weapon, hat and effect

LEGENDARY SETS

Ice, Berserker, Cosmos, Dragon – 5 pieces each, from level 10/20/30/40, set aura + title

SHOP & WARDROBE

Cats, hats, weapons, effects, collars · level-locked items · CatNips earned by playing

LEADERBOARDS

Worldwide · per place · district duel · weekly city with weekly winners

CITY OF THE DAY

A different city every day with double CatNips and streak bonus

EXPEDITIONS

3 random maps from around the world daily with special rules (fog, military, 60 seconds ...) and the vet boss

OFFICE LEVEL & BOSS MONDAY

Boss rush against the boss cat with its own weekly leaderboard and prizes

WEEKLY MISSIONS

3 tasks per week with a CatNips bonus

FRIEND LEADERBOARDS

Private leagues for classes, offices or flatmates – with game modes and prize money

ALBUM

48 landmark cards, gold and holo cards

EVENTS

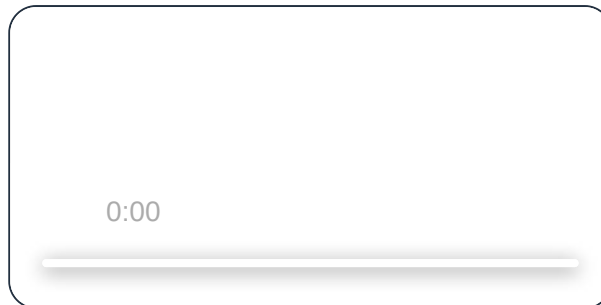
Halloween, Christmas, Easter ... with event maps and prizes

INVITE FRIENDS

Lucky Kaiju Club: CatNips for every friend who joins

VIDEO

The whole game in 70 seconds (9:16, English captions)



[Download overview video \(MP4, 9:16\)](#) · [Gameplay 25 s \(16:9\)](#) · [GIF](#)

IMAGES

Screenshots & key art

All images may be used freely for coverage of KAIJUMIETZ. Credit: "KAIJUMIETZ / map data © OpenStreetMap contributors". Click for full resolution. (Some screenshots and the clip show the German interface; the game is fully available in English.)

LOGO

Logo & wordmark



KAIJU MIETZ

KAIJUMIETZ



Colours: mint #36D0A6 · teal #4297A6 · night blue #0B1016 · gold #FFD166

About KAIJUMIETZ

KAIJUMIETZ is an independent solo project by Sebastian Mietzner from Hamburg, Germany, who works as a web designer and developer under the name MietzMedia. The idea: instead of an invented game world, you play where you actually live – made possible by the free map data of OpenStreetMap.

Transparency: AI tools were used as aids during development (including parts of the code, art, sound and text). Concept, design, selection and editing of all content are by Sebastian Mietzner.

Map data © [OpenStreetMap contributors](#) (ODbL). Project thread in the OSM community: community.openstreetmap.org

CONTACT

Press & interviews

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Happy to provide more images (e.g. your city or landmark), a longer clip or an interview – in English or German.