

PREVIEW
GUIDE

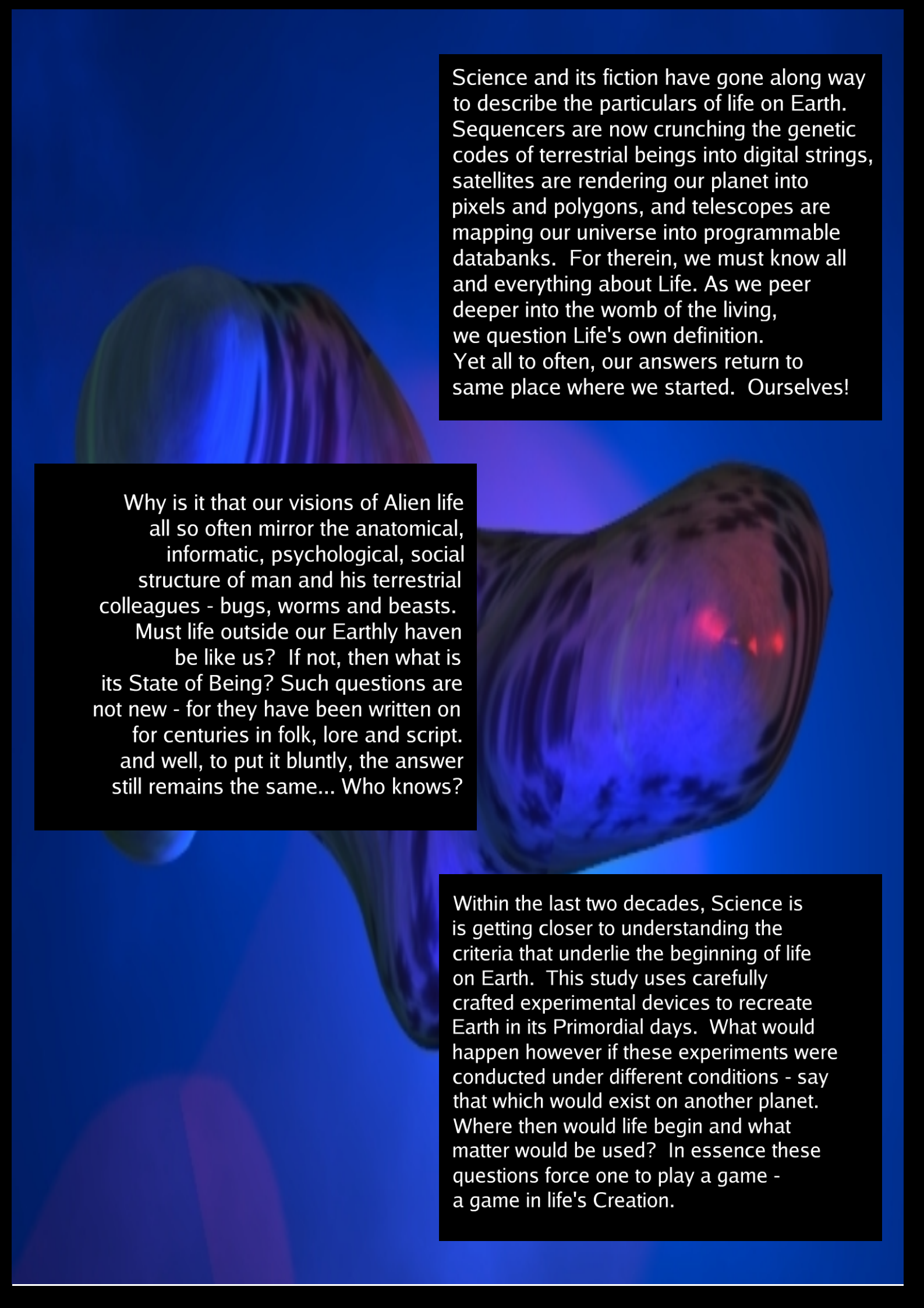
STATE OF BEINGS

RPG



released for demo use – unproofed
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Science and its fiction have gone along way to describe the particulars of life on Earth. Sequencers are now crunching the genetic codes of terrestrial beings into digital strings, satellites are rendering our planet into pixels and polygons, and telescopes are mapping our universe into programmable databanks. For therein, we must know all and everything about Life. As we peer deeper into the womb of the living, we question Life's own definition. Yet all too often, our answers return to same place where we started. Ourselves!

Why is it that our visions of Alien life all so often mirror the anatomical, informatic, psychological, social structure of man and his terrestrial colleagues - bugs, worms and beasts. Must life outside our Earthly haven be like us? If not, then what is its State of Being? Such questions are not new - for they have been written on for centuries in folk, lore and script. and well, to put it bluntly, the answer still remains the same... Who knows?


Within the last two decades, Science is getting closer to understanding the criteria that underlie the beginning of life on Earth. This study uses carefully crafted experimental devices to recreate Earth in its Primordial days. What would happen however if these experiments were conducted under different conditions - say that which would exist on another planet. Where then would life begin and what matter would be used? In essence these questions force one to play a game - a game in life's Creation.

In State of Beings, this is exactly what you are being tested to do. This is no easy task and can not be simplified to a few variables or levels. It requires a full-powered RPG genre that is played simultaneously in several dimensions of existence. In the majority of classical RPG, your play exists within the perspective of the first person. Through the help of electronic tools, games within the last decade now enter the perspective of second and third person providing cleverly-devised play from the eyes the heavens and gods.



However, life is not created by simply generating series of ships, characters or monsters. Through over 3 years of effort, we created a new world from the atom up. It exists in six different dimensions - Atome, Moleculor, Cellulor, Morphoe, Ecoze, and Astron. Each of which contributes its own node of high-level competition. Think of it as six games within one - all of which relate to the other! Sound complicated. Well it is. Its challenge offers a level play that simply can not be beat.

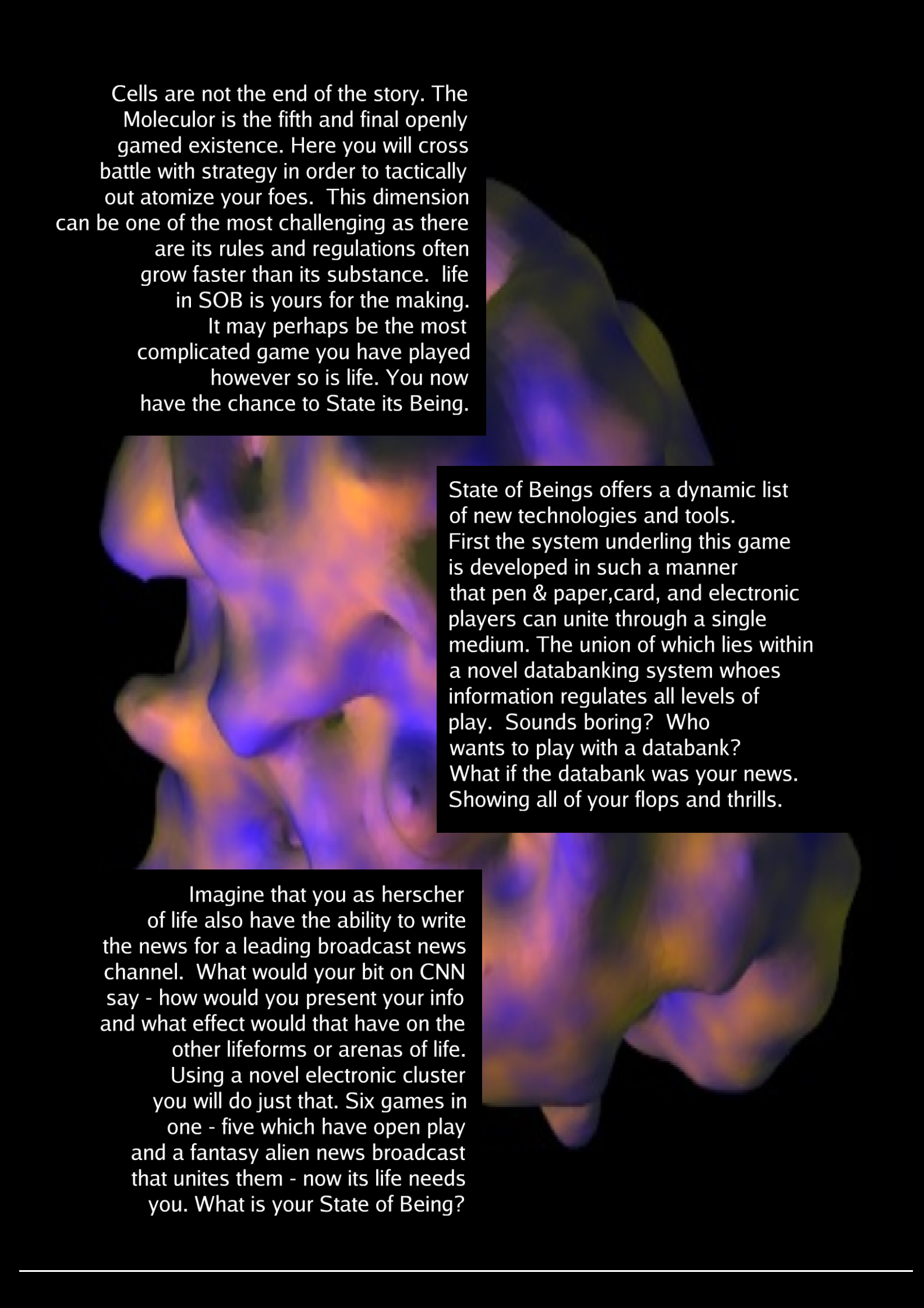
The first episode of the game begins on a globular cluster that is yet to be visible from Earth (aka. the stars you see in the Sky are millions of years old). Beginning this Spring you will have the opportunity to be uploaded to a planet within this system. It lacks a defined orbit and opts to sneak from star to star undergoing climatic and geodynamic changes on the way. This is the first level of play - it is called the Astron. Here you will experience a unique Science Fiction strategy game with over 500,000 Celestial bodies for you explore.



As your mind drifts onto the planet, you crossover into the next game - the Ecoze. The Ecoze feels a bit like a life simulator. There are three levels in the Ecoze - the atmosphere, the crust and the inside. Yes, creatures live above, on and within the planet. Each player has its own unique set of building blocks. What are these blocks? Well, the planet is made primarily of heavy metals, minerals, crystals and non-metals. The blocks are made of regions of these materials. The primary ingredient of which is liquid mercury. Think of it as water.

The next game, the Morphoe, lies within a deadly world of creatures or beings. As the world starts there are 150 different species of being. Each of which is a single cell loaded with unique powers and talents. There are over 30 different classes and three kingdoms of these beasts. You are challenged through competition and conquest to keep yours alive. As your talent grows so will your grip on the Hypercycle. If you manage to get Hypercyclic, the destiny of these species and their evolution can be yours.

Now dig deeper. Crawl inside the body of your beings. You now have not only the power to control them beings but you must fight battles right inside them. Yes, fight and battle at the level of the Cell. The fourth existence or Cellular is your game - and cell war is your quest. Battle here in ways you have yet dared to imagine. Create the first multicellular mass and bring it to the State of Being - as the world evolves one must experience the bizzare union between the Morphoe and Cellular.



Cells are not the end of the story. The Moleculor is the fifth and final openly gamed existence. Here you will cross battle with strategy in order to tactically out atomize your foes. This dimension can be one of the most challenging as there are its rules and regulations often grow faster than its substance. life in SOB is yours for the making. It may perhaps be the most complicated game you have played however so is life. You now have the chance to State its Being.

State of Beings offers a dynamic list of new technologies and tools. First the system underling this game is developed in such a manner that pen & paper, card, and electronic players can unite through a single medium. The union of which lies within a novel databanking system whoes information regulates all levels of play. Sounds boring? Who wants to play with a databank? What if the databank was your news. Showing all of your flops and thrills.

Imagine that you as herscher of life also have the ability to write the news for a leading broadcast news channel. What would your bit on CNN say - how would you present your info and what effect would that have on the other lifeforms or arenas of life. Using a novel electronic cluster you will do just that. Six games in one - five which have open play and a fantasy alien news broadcast that unites them - now its life needs you. What is your State of Being?



State of Beings Players Guide
250+ illustrated pages
English or German

\$24.00 in U.S.A

\$32.00 in Canada

23.00 Euro in Europe

25.00 Euro elsewhere

The game is being released for classical Pen & Paper play in Spring 2002.

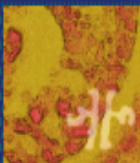
The one and only 250+ page manual will be your guide to this SOB. Its quality material produced from the hands of scientists, comic artists, graphic artists and the guy with that change jar or hat that wont let you alone. Get it direct from us or from your local distribution store.

We tried to make your experience in SOB as practically affordable as possible. We, at the BIONIC BROTHERS built this game such that it cost less than an 30 min. cab ride in NYC or BERLIN. If you think this game is too expensive then blame your friendly cab driver - not us!

'Ride and ditch' if you must
Its cheaper to buy it than copy it
But this helps no one
So just buy it
and what the hell
take mass transit for a day!

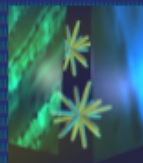
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BIONIC BROS GmbH
Postfach 51 11 07
D-13371 Berlin
Germany

watch it grow at:
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