

## About The Writing

This text was created for a game designer's game concept to help him get inspired to create a fuller world. What he had was one level design and game play mechanics, but he wanted meaning behind it.

## The Rise and Fall of Planet Sino

### Characters

The characters we play are a scientifically created race called **Perdo's** (*Perdo is latin for destroy, ruin, waste*).

They are an improved species of the human race who have just recently established a society on a new planet.

Or so they would like to believe.

**In reality they are nothing but a test group:** a cloned version of humans, trained to become a battle machine and attract their enemy (*humans*) by their looks.

Internally their beauty does not stand for attraction however, but more on that later.

What sets them apart from humans are their **amplified animalistic instincts** (*hunting, surviving, feeding, reproducing*); their ability to feel regret and remorse have been stripped off to a bare minimum. If it is ever shown to a peer it is met with scorn and disgust.

**Reproduction** is a tricky one: Perdo's are far too egotistic to think of anyone but themselves, so instead of raising a family they'd rather raise better versions of themselves. This is attainable by upgrades. This means that even if they have the option to have sex, they'd rather not. They'd rather live out their sexual tension by killing; feeding on the screams and pain of their victim, and of course... The currency it brings in.

There is not much of a difference between genders except the ability to attract ones enemy differently - if the enemy is a Perdo, the beauty does not attract – it only strikes fear.

### The Characters On The Level You Play

Being hired mercenaries, the team's job has been to locate a floating ship, much like their own and destroy it.

#### Ideas of Why They Attack:

- One of the ships is in possession of a species from another planet. This species is the same one you have, and if the opposing ship gets to the Zoo (*information about the Zoo is under "World"*) first, they get the money and the praise. This other creature and ship must be destroyed.

## Worlds

The characters we play as live on the planet **Sino** (*latin for "allow, suffer, permit, let"*) - a planet which resemble the earth (*a planet which has since long been completely forgotten, humans making their new homes widely across different planets*). It

has an overall tropical climate filled with amazing creatures that once lived freely, but now live caged in a big Zoo (*which is a cover-up for Perdo's scientists, taking DNA samples and mixing them together to create new looks for their own species.*)

## Upgrading

Just like other animals, the strongest survive. What makes the Perdo's stronger is

to be more beautiful. However, beauty is not meant for attractiveness and reproduction as in the animal kingdom; all Perdo's are cloned, making intercourse with other Perdo's quite useless.

**Beauty** is synonymous for fear in Perdo's language, and the more beautiful you are the better you'll become at repelling and striking fear into your enemies. Of course, since we all know that *beauty is in the eye of the beholder*, this concept constantly changes as the Perdo's scientists find new species on their planet to observe and implement into the Perdo's DNA.

This mixed DNA gives the Perdo's different appearances, and often come with different skills.

*(The new trend and technology is always announced through commercials; sign posts, floating screens, et cetera.)*

When a new upgrade is available you need to kill yourself to be able to implement the new trend into your body/genetic code. These upgrades come at a price: You need currency.

- Currency is attainable by killing other Perdo's. Living is a game, and since dying is nothing but an annoyance since it takes time to be reborn, Perdo's see no problem in rewarding their kind for killing each other.

## Weapons

Except for Upgrades, weapons are a Perdo's best friend. With weapons you have the option to kill yourself as well as others (*killing yourself makes you eligible for an upgrade if it's available and if you have the cash*), and the better the weapon: the faster the kill.

## **Interactions**

Interaction between Perdo's are usually avoided, but when it comes to battle they make for excellent team work.

There are never any hard feelings between them if one team mate sacrifices the other in order to win the battle; however, jealousy spreads wide when a team mate has better upgrades than you.

## **Vehicles**

Often fearing the wild life on Sino, the Perdo's prefer to travel on a flying ship. From these you can observe your surroundings from a far and safe distance.