

# Beyond Human

An open world survival MMO featuring a combination of turn-based and real-time gameplay.



# A WHOLE NEW WORLD TO EXPLORE.

Welcome to a video game set in a dark, dystopian open world. You view that world from above, as a map, marked with missions, settlements and points of interest for exploration.

But this is no normal world-map. It's alive - you share it with hundreds of other players, all making their own way across the terrain, with their own goals and ambitions. Some work together, some work alone; but all are working for survival.





# HOW DID THIS DYSTOPIA COME ABOUT?

The answers to those questions lie within the game. The map will reveal locations where solo players or groups can undertake adventures. New missions will become available as game development progresses.

Our players won't wait years for a finished game, they'll enjoy discovering the secrets of Beyond Human as they emerge, all the while testing their strategic mettle on the world map.





## TWO KEY PILLARS

A world that's alive and always-on

No more boring world maps, this is one you share and fight over with the entire playerbase, updating in real time.

A deep, immersive story

The map provides access to a rich world full of lore, enabling narrative driven gameplay in a 3d environment that puts the player at the centre of an incredible story arc.



# THE GAMEPLAY

So, how does the gameplay work?

The gameplay will evolve with the project, progressing through several phases. We will use a community driven approach to make this world a reality, building in modules.

Phase 2 is already live, ready to play right now.

Phase 1  
Launch with  
Grid Game

Phase 2  
The world  
expands

Phase 3  
Characters  
evolve

Phase 4  
The story  
comes alive



# PHASE 1 GRID GAME

# COMPLETED

The world is nothing more than a 2d grid. But don't be deceived. It hosts a turn-based game of strategy and allegiance with hundreds of other players. The complexities of Grid Game run deep. The alliances you make here - won through tough negotiation and complex strategic decisions - will form strong bonds.

- Principal gameplay is turn-based on 24 hour cycles
- You can fast-travel to any location on the map
- Combat (or avoidance of it) consists of selecting from 3 options in a list
- Negotiations are handled via Discord

**Your goal - build reserves of in-game currency and purchase items.**





# PHASE 2

## THE WORLD EXPANDS

You're no longer playing on a simple grid - it turns into a map of the world, containing new geographical and man made features

- Gameplay evolves from the simple Attack, Scavenge or Bomb mechanic of Grid Game
- The Safe Zone is created; a place of sanctuary where players must return with their scavenged items from the world to claim their in-game rewards
- The further you stray from the Safe Zone the harder it becomes to return, but the greater the rewards available
- Players can claim plots of land within the safe zone as their own, with permanent ownership

**Your goal - increase your resources, claim land and form increasingly stronger alliances.**





# PHASE 3

## THE CHARACTERS EVOLVE

Your Avatar now becomes the foundation of a complex character that you can build out for yourself.

- A player's actions in the environment will now earn them XP
- Players can level up to unlock skills from their chosen class
- Combat is still strategic, but now takes into account player attributes
- Ultra-rapid progression to max-leveilling, balanced by perma-death
- The ability to craft items and weapons from scavenged materials is added

**Your goal - become the most powerful player on the map, and get ready to take on the PvE missions.**





# PHASE 4

## THE STORY COMES ALIVE

Put your character to work! Enter directly into the world, moving from the map into a 3d view. How did The Fall of humanity come about? Who are The Undead? And how do BeyondHuman fit into it? That's for you to discover, and everyone's path will be different. Missions, each one a new adventure, will be added to the world-map progressively.

- 3d PvE gameplay
- Play solo, as a party (under your control) or with other players
- Difficulty varies to match your current character level
- Large variety of different missions and tasks
- Some missions will be narrative driven, with NPC dialog
- Others will focus on intense action sequences

**Your goal - uncover the truth behind the downfall of humanity and the rise of the clones.**








# REMIND ME - WHY SHOULD I BE INTERESTED?

BeyondHuman wants to take you on a series of compelling journeys. You'll make friends and foes as we test your humanity in a simple yet engrossing game of multiplayer strategy.

As you grow to love this world, we'll take you deeper into what makes it tick, through 3d gameplay that brings the story alive. And all the while you'll be with us as we embark on a new and exciting community driven way to develop a video game.



Beyond  Human