

SHIYAN MEISHU

Emergence



Beyond here be dragons!

Team: CEO Founder ECMcCready - Remote workers, Outsourcing.

Last Update: 12/14/2020

Version 1

Prototype

IP

SHIYAN MEISHU: The Heavenly Palace

Pillars

- Identical elements.
- Limited control forward movement.
- One against many.
- Character defeats opponents.
- Sustainable Holographic Universe.

Page One

Logo's a dynamic **Radio Active Atom** that fades into Chinese Calendar that's shuffling animal signs, finding order. **SHIYAN MEISHU** emerges: **Warp Speed** flashes on control panel, simulated graphics, and gameplay's left in deep space.

Ancient Animal Fable:

"Game's smart enough to understand its own design. Thinks analytically and imaginatively! Manipulates itself to improve!"

Dynamic is a Multiverse Holographic Universe. Big Bang graphics and through a Wormhole into The **Heavenly Palace**. Asian splendor is under many moons and several suns. QILIN, a Chinese Unicorn is before the EIGHT IMMORTALS. **Mechanic** is **cross-hairs** illuminated, hovering over scene as if flying.

Rule is **targeting** Qilin displays "Whitehole! Access Denied!" flashing on screen. **Feature** is Player's Galactic Battles. "Taikonaut Battle Training" flashes. Aim **cross-hairs** at specified EIGHT IMMORTAL and get their narrative(s):

- "Made out of atoms, this game is out of its box."
- "Acquires resources for self-preservation."
- "Extraterrestrial intelligence!"
- "Outputs are streamed back into their second lives!"