

## Carlos M. Pomares

VP, Operations & GMS Bulldog  
GMS - Game Marketing Solutions  
77 River Street, Suite 22  
Hoboken, NJ 07030  
201-683-9995 office  
carlos@e-gms.com

### About Phylon

Promising to be an exciting and challenging game, *Phylon* (from the Greek *Phylon*, meaning *tribe*) combines the fast-paced action of third person shooter with the persistence and depth of an MMO.

Join players from around the world as part of the **Bloblic Colossal Imperium**, hungry for dominance, the **Amphibian Resistance**, leaping into glory, or the **Terran Colonies** in their struggle for control of the **Planet Anura**.

Customize your avatar, advance in skill, shoot a friend, unlock new abilities, and acquire powerful weapons, armor, and jetpacks. Crush your enemies in instanced battle arenas, up close and personal, in scenarios including **Domination** and **Deathmatch**. The fate of the planet rests in your hands.

### Game Features:

- Phylon is a Sci-Fi themed, MMORPG 3rd person shooter.
- Comic style graphics and game-play in an MMO environment.
- Fast-paced, 3rd person shooter style combat, where the skill of the player determines success or failure in a fight.
- A unique, third person camera and targeting system allows players to fight in an FPS style but with the expanded field of view of a third person perspective.
- Persistent world allows players to improve their character's skills, equipment, and standing over time.

- The 3-D graphical lobby allows players to find team mates and launch battle instances from inside the game, rather than using the web-based game lists that other games employ.
- Players can create their own dynamic competitions in instanced battle zones.
- Ability to support hundreds of simultaneous users in a single instanced, team-based battle arena without noticeable performance hits. While the typical FPS can only support 32 or at most 64 users on a single map, we hope to exceed these numbers.
- Web-based leader boards rank top players and guilds.

## **The Story Of Phylon**

Far from the galactic center, undisturbed for many eons, the Amphibian home world of *Anura* orbits the red giant star *Beta Ceti*. While billions groan under the jack-boot of the insatiable *Bloblic Colossal Imperium*, the Amphibians jump up to retake their sacred lands by sword and gun.

*The Terrans*, the only surviving humans of an expired earth, crash land on their new home, *Anura*. Thousands of cryogenically frozen passengers attempt to cope with the onslaught of frog warriors, eager to retake their lands. *The Terrans* vastly outnumbered by the Amphibian were forced to settle near their crash site, in the frozen lands of the northern continent. Meanwhile, *Anura* is shattered once more with the arrival of the *Bloblic* invasion fleet.

Rumors of *Anura*'s rich minerals and potential food resources proved irresistible to the salivating *Bloblic Colossal Imperium*. *The Gelatin Filled Buffet Troops* drop out of the skies, destroying *Terran* and Frog alike, with no quarter given. Their goal, total obliteration, then lunch. Three nations, locked in a classic struggle to the death for control of *Anura* and right of dominion. The fate of the planet hangs in the balance.

*Choose your allegiance... grab a gun.*

***The Battle for Anura is on!!***

## **FAQ**

### **Where can I purchase the game?**

Upon the release of Phylon, players will be able to purchase the game software from Direct2Drive.

### **Is there a monthly subscription?**

There will be a monthly subscription fee *to be announced* upon the gold release of Phylon

### **Who developed the game?**

Phylon is the creation of Rapid Reality studios based out of Atlanta, GA.

### **What are the system recommended requirements?**

2.0 GHz or greater Processor  
1.0 GB of System Memory  
256 MB of Video Memory  
Windows 2000/XP  
Keyboard/Mouse  
Direct Sound - Sound Card  
Internet Connection Required to Play

### **What graphics engine does Phylon use?**

Phylon was created using the Aura3d Platform.

### **How many characters per server can players have?**

You will be given 3 slots to create characters to play in Phylon

### **What is PvP and how is it handled?**

PvP, or Player Vs. Player is the ability to fight against another player in the game for wealth and glory. Players will be given the option to attack other players on world maps where PvP is permitted.

### **How will RR deal with grief players?**

Any players that break the rules stated in the Terms of Service will be first given a warning for their actions, if their actions continue, their account will be suspended. After the suspension of an account is expired, if players continue to act in a manner that is in breach of the Terms of Service, the account will be closed and banned from the servers.

### **If I don't play from day one, will I have a chance against more advanced players?**

Phylon, like most games will have advantages based on items, but any player has the ability to fight just as well as a veteran at any time based on their reflexes and skill.

### **Are there quests in the game?**

Phylon, like most games does include questing for items, experience, and skills.

**What is combat like?**

Does success depend on the player or their character?

The success of combat does require that you have more than the lowest items in the game, but that is not to say that a skilled player can not hold their own in any fight. Phylon is not a turn based game, all combat is in real time, if your reflexes are fast enough to dodge a bullet, you will be able to do so.

**What kind of items are there in the game?**

Phylon will include weapons, armor, jetpacks, potions, and most other items you have come to expect from any top notch online game.

**What happens when my character dies?**

When your character dies above a certain level, any droppable items will be left with your corpse. If you are fast enough to get back to your corpse before it is looted, you will have a chance to gain all dropped items back.

**How do I reach customer support?**

You will be able to reach in game support whenever game masters are logged in, alternatively you will be able to request support via the forums, as well as email.