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GAME PITCH TEMPLATE

First person Action-Horror
from the creators of
System Shock 2 and
Freedom Force



Things grow inside you.

We're part of you now,

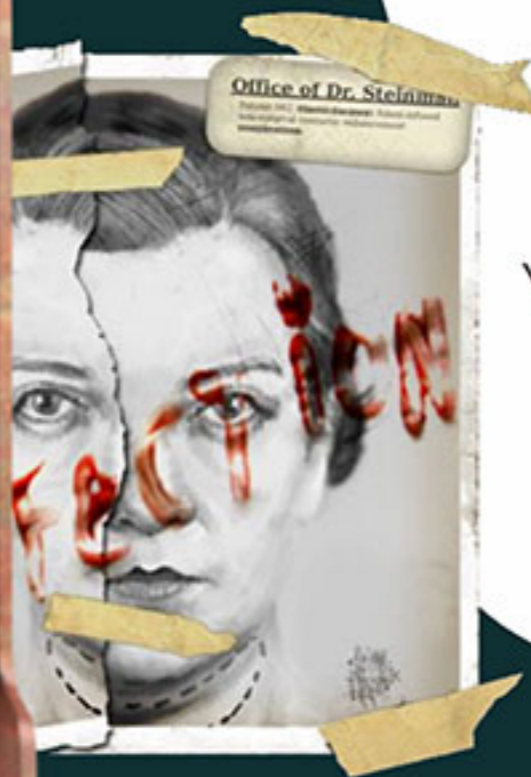
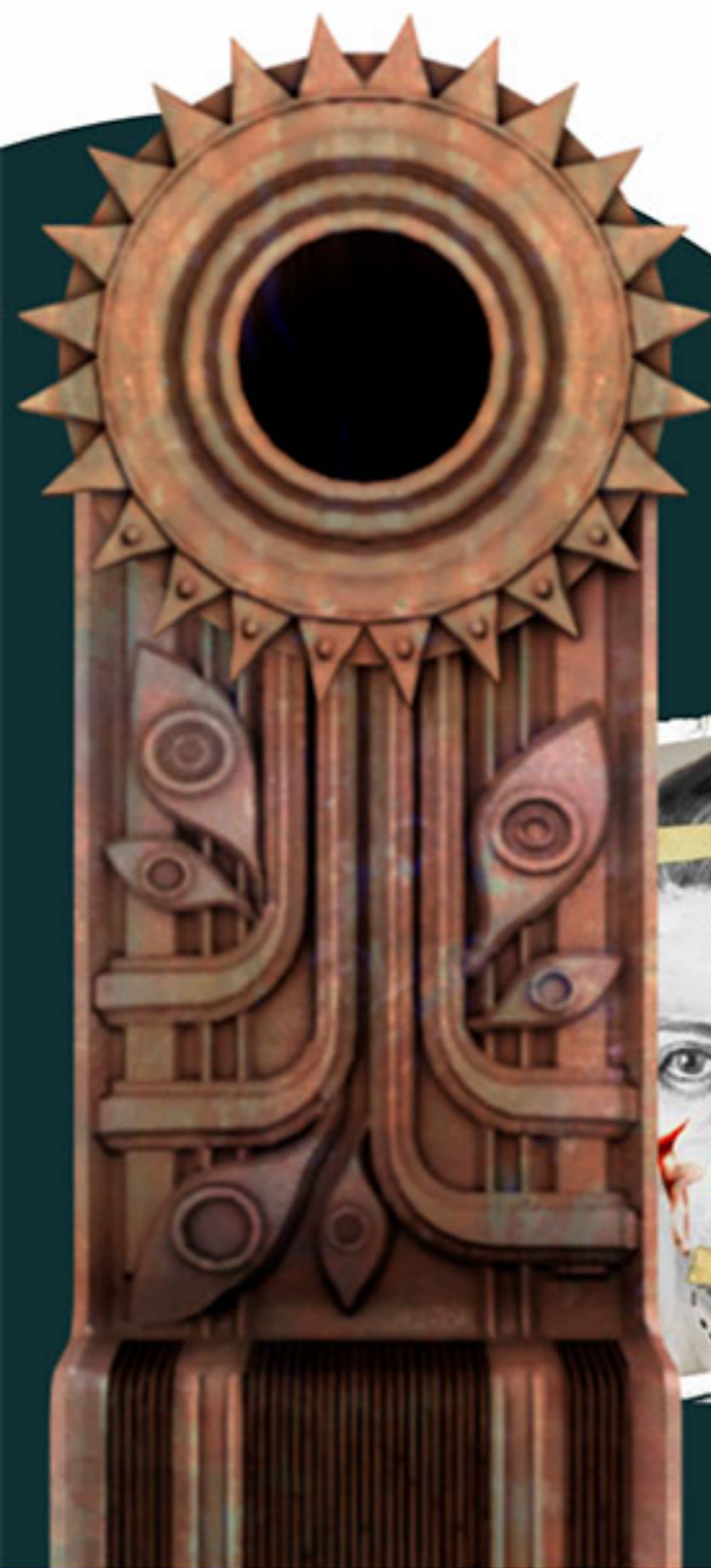
you think you hear them say.

You step away from the med bench. The diagnostics screen present a revolting before and after.

On the left side, the before side, you see yourself. What you were. *Human.*

And on the right side... what you are, what you've become. The only way you'll survive
The only way you'll-





From down the corridor, by the power grid: a voice.
A sound that floats through the air as if
swimming on a thick salty brine.

Prepare ye... Prepare ye the way of the lord

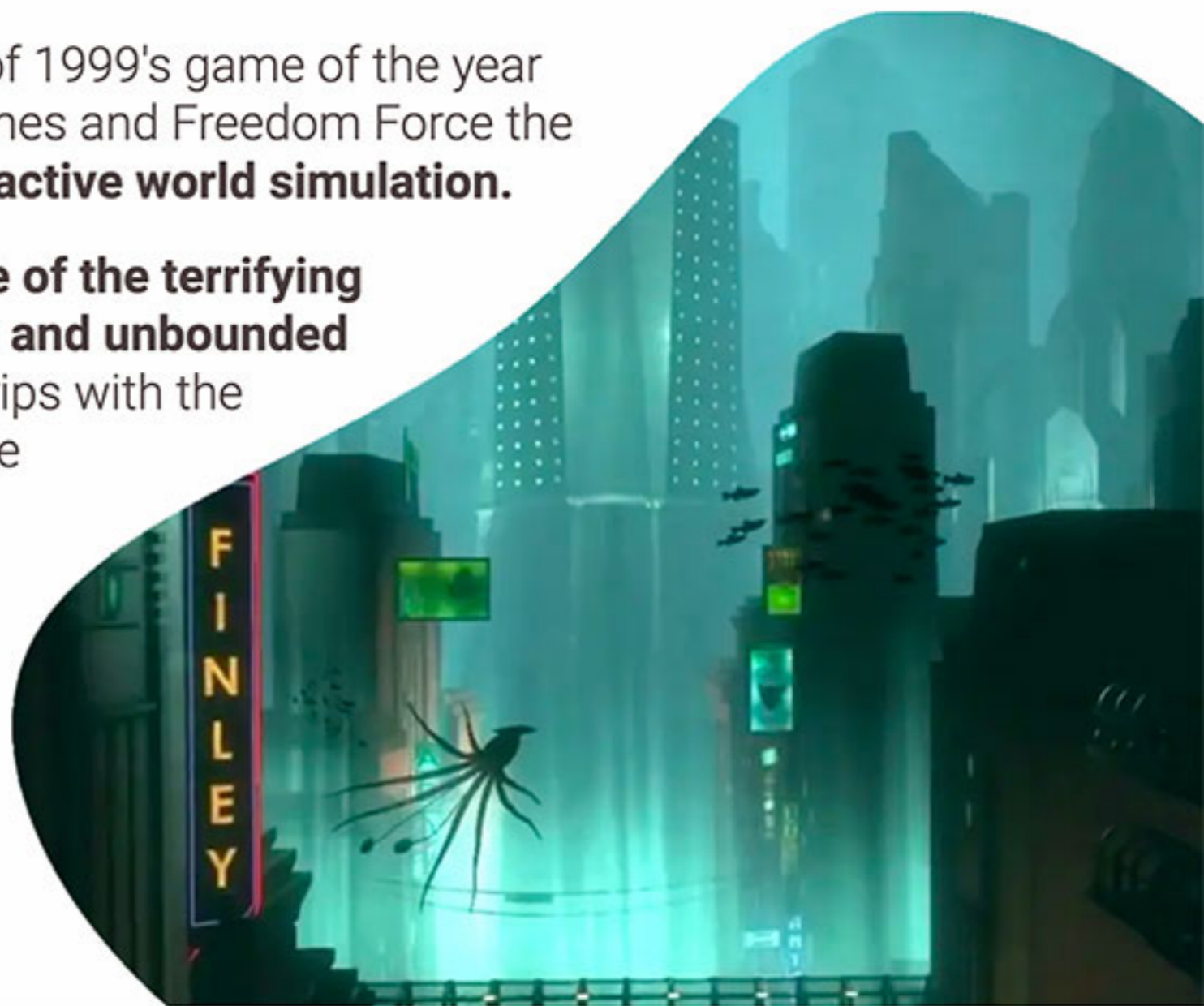
You tense and feel the unfamiliar chemicals
moving with you, unfamiliar muscles tightening,
unfamiliar organs working

Your new body comes to life without your consent.
Chitinous plates slide over your torso, your groin.
Bulbous stalks breach your forehead like
knitting needles releasing a salty
green liquid that stings what
were once your eyes.

Overview

Bioshock is the spiritual successor of 1999's game of the year *System Shock 2*. From Irrational Games and Freedom Force the game introduces **the definitive interactive world simulation**.

Bioshock is a **modern day nightmare of the terrifying nexus between religious fanaticism and unbounded science**. The player must come to grips with the remnants of a dangerous cult and the technological and biological horrors they've created in their giant underground and undersea complex that lies beneath the sands of a seemingly deserted island





Innovation



Game Design

Bioshock gives the player absolute control; of their environments as well as the creation of their own weapons and bio modifications. The only limit is their imagination.



Visuals

The Unreal Warfare engine leverages both the power of today's computers... and tomorrow's. Using a highly modified version of this engine, BioShock features some of the most stunning visuals ever seen in a First Person Shooter.





Physics

Bioshock utilizes the industry proven Karma physics engine to provide unprecedented in game solid body and rag doll support



Multiplayer

BioShock allows players to face one another in story based deathmatch





Story

Bioshock's dark, sophisticated, and relentless story is being written by Ken Levine, the writer behind System Shock 2, Thief and Freedom Force.



BioShock is a horrifying, sophisticated, visually stunning, open-ended experience that will leave players gasping for breath. It is the first person action nightmare that only Irrational could deliver.

You are in control!



The player takes the role of **Carlos Cuello**, a down and out "deprogrammer" assigned to infiltrate a religious cult on a remote island and "rescue" a wealthy heiress from the clutches of the cultists. Once on the island, however, you find out that all is not what it seems

Bioshock features an unprecedented level of **player customization and interaction** during the course of play. This customization is accessed through three different axes. **Weapons, Environmental Manipulation and Genetic Modifications**

Players will be able to use their resources to conceive and construct their own weapons, alter their surroundings and even mutate the very nature of their cellular structure!

Make your own Weapons!

- Incredibly deep weapon system, unlike anything the shooter genre has ever seen.
- Players can create any weapon they want from a set of attributes and components.
- Modify weapons to fit the player's current game situation.
- "*Vanilla*" weapon archetypes that are found around the island can be molded into more powerful, customized versions.
- Players have to wisely use their resources to create a good variety of weapons to deal with the terrors of the island.

Tweak and modify:

- Rate of Fire
- Accuracy
- Range
- Severity of Recoil
- Ammo Types
- Clip Size
- Reload Time
- Reliability



Hacking Security

Like in **System Shock 2**, **BioShock Player** will be challenged by the island's highly sophisticated security system. Players will have to deal with cameras that can sound alarms, stationary turrets, security robots and sensor sweeps

Players are not helpless against these systems though. They can deal with them in a variety of ways including **directly attacking the systems**, **quietly shutting them down for a period** or **commanding them for their own uses**.





Mod The World

- Increase / decrease O2 content
- Magnetize Floor
- Ionize the air
- Gravitational Field Manipulation
- Electrify the floor
- Flood a Room
- Manipulate Temperature



Genetic Enhancements

Using bioengineering terminals around the facility, the player can access advanced genotypes and merge them with their human form. Some of the genotypes available are Jellyfish, Crustacean, Electric Eel and much more!

Summary

The first person shooter market on PC and especially console is stronger than ever. The race is on to figure out who is going to be the next Halo or Half Life. The staff at Irrational has demonstrated a unique ability to innovate in the first person market in both Thief and System Shock2. BioShock will be the realization of the promise of those games

Congrats on making it to the end!

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