

Bones of the Mother

Modern science confirms that all people carry the mitochondrial DNA of a single unbroken matriarchal line, from the bones of the one true mother.

Bones of the Mother is an online, multiplayer action game chronicling the black experience. Players race through time for clues, tokens, and alliances in pursuit of a single mission - the origins of the human race. The journey begins in ancient Africa, where the first quest is to find and open a portal to travel through time.

Tribes of makers, warriors, and seekers use portals to engage in historical events ranging from the March to Selma to Dante Wright protests in Brooklyn Center, from Jackie Robinson's debut in Major League to the flights of Tuskegee airmen in WW2.

Each level and location hides a piece of the puzzle. Players compete to retrieve the clues and gain points. But all is not what it seems. Ancient scripts, maps, and drawings are littered with traps and false flags. Portal destinations are not absolute. Death in any timeline, at any level, sends the player back to start without their clues or tokens.

Bones of the Mother (BOTM) immerses players into living while black, from ancient times to the modern-day. BOTM is one part strategy, one-part action combined into a fast-paced, multiplayer online game.

Playing the Game

At the start of the game, and each level after, players receive a new quest, delivered by Three Supreme Beings (ancient African deities.) Each time a player goes through the portal to a new timeline a clue is presented. Players decipher the clue to search for the token(s) in that location/timeline. Players earn points that can be applied to in-game purchases.

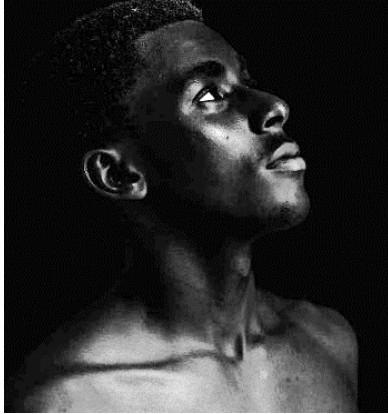
To succeed players should form a team or tribe comprised that includes these three roles:



MAKERS: *We are the builders of great cities and the creators of the written word. Our journey is one of building, inventing, discovering the tools and trades to move our people forward. We call to the architects, the engineers, the entrepreneurs. We built the great cities and put the fire to use.*

Here you will find the artisans, craftsmen and women, the makers of art, language, and music. We map the roads on this journey and build bridges over mighty rivers. We create the crypts of the dead, design the bridge and buildings. We read the ancient scripts on the signposts that guide your path.

Seek our counsel on survival, we are protectors in our own right.



WARRIORS: *We are the soldiers who fight the never-ending battle between good and evil. As protectors, we travel to right the wrongs of the wicked. They fear our coming. They despise us. We are soldiers, defending the vulnerable, the abused, the enslaved.*

We are the fighters, the tireless, often the outsiders and dissenters. Advocates, we are armed with spears or guns or linked arms. We stand on the line. We shed our blood for peace and war. Our battlefields span the globe. We are the keepers of courage. We share all that we have among ourselves.

We spend much time in the abyss. Sometimes we lose our way.



SEEKERS: *We are the practitioners of ancient ways, infused with the power of the Mother.*

Our journey crosses dimensions. We travel between the physical and spiritual plane. We were brought into existence by the Three Supreme Beings. We are the Orishas, the shamans, the healers. We hold the magicks of centuries past, the spells, and the rituals.

For good or for evil, we are the witches, the popes, and the priestesses. We carry the memory of the One Mother, we are the children of her line. We summon and channel her collective power.

We are a powerful ally and a dangerous foe.

There is no limit on the number of players in a tribe. It should be noted that characters can be affected by time travel. The more time spent outside of Africa, expect changes in features and skin color to the avatar. Wardrobe and weapons will also update, appropriate to the point in time.

All roles can potentially reverse their calling during certain events. A Maker becomes a destroyer. A Warrior turns on the vulnerable. A Seeker turns to the Dark Arts. The amount of violence and disinformation the player has experience can trigger a change. Once turned, they cannot change back. Players can remove the rogue member from their tribe by killing or releasing.

If released, the rogue joins with other villains, roaming the timeline to attack other players. If tribes attempt to keep the rogue with them, an attack can be launched by other players. Killing a rogue generates points.

Seekers are unique. They can go rogue, but they can also be elevated to the Orishas by the Three Supreme Beings. Orishas have been transformed into gods and goddesses with increased power. High points will capture the attention of the Supreme Beings, but they are capricious in their judgments.

Monetization

The game is free to join. In-game purchases for weapons, spells, armor and tools are primary sources of revenue. Players can also purchase charms to protect them from rogues and other villains or spells that will enslave them to do their bidding. Points can be applied to some purchases, but not all.