

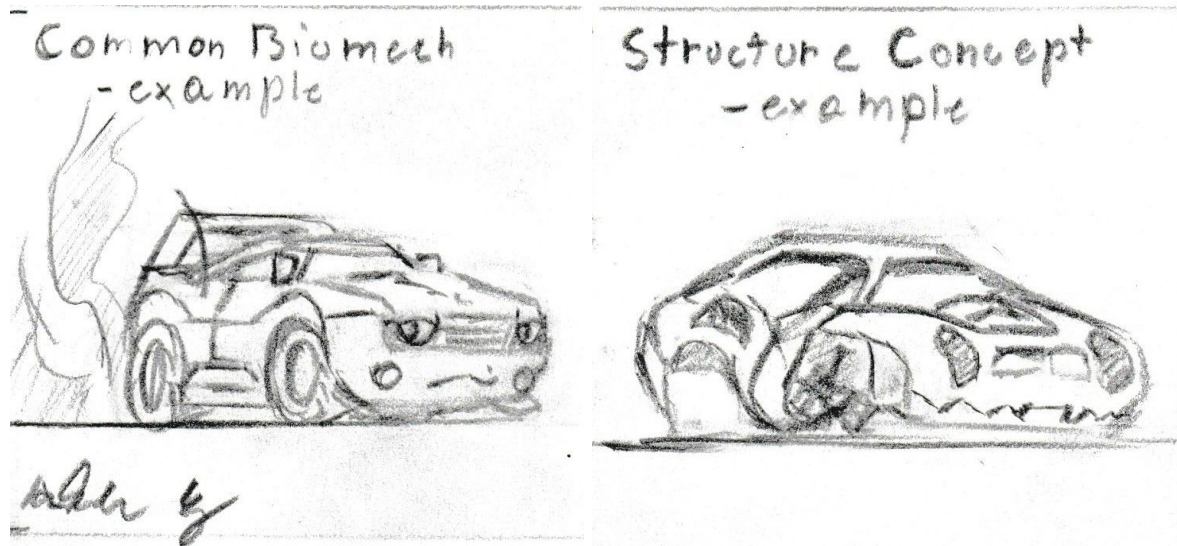
## Bio-Mechanical | Concept theories \

### Part 2

#### -Biomechanical Machines

---

Examples :



#### Common

- Altered machines of all kinds, yet mainly transportation machines within this concept. Possibilities endless within a multiverse, there is possibility for a non transportation machine.  
Focusing onto the current theory, a splitted reality, these species originated an organic evolution alongside mecha machines, resulting in biomechanical infused species when they began to breed.  
Evolution over millions of years created an amount of primary intelligence, social interactions, remblence towards a vehicle as seen on our realm; yet some may and will vary towards primary era resemblance. Evolution also resulted into a human like thinking and acting society towards these present eras.

#### Evolution

- Originated as the organic species alongside mecha, millions of years within the Fiction multiverse. This concept, these species main evolution consisted of cross breeding between the bios and mecha machines.

The environment gradually formed around them, towards fueling these bio-mechs species and providing the ecosystem to survive. Along with social communication similar to humans gradually formed.

Within this present eras, bio-mechs are in mid modern-steampunk era; pollution gradually may consume their world.

#### Civilization

- Early settlement resembled medieval ages, where their technology advancing slightly greater than Humans. Until these present eras, humans are gradually impacting their society, civilization. Due towards Corporations breaking the barriers between realities, openings hidden among their cities. Until now, civilization has remained in modern-steampunk ages, their resources begging Vanish, artificial elements being generated from matter. Yet these species continue to thrive among in a social manner.

---

**Theory developed By Arthur A. M. (Yogoshimo Moritz); Uploaded on Dec. 18, 2017**  
**Please refer towards Usage before-hand**



---

#### More Examples:

