

# Mega Mash Mons



## Index:

Page 1 - Index  
Page 2 - Prologue  
Page 3 - Controls  
Page 4 - Roster  
Page 5 - Abilities  
Page 6 - Battlefields  
Page 7,8 - Menus  
Page 9,15 - Glossary  
Page 16 - TimeLine

## Prologue:

Surprise, Humans were foolish enough to attempt time travel and in their failure attract inter dimensional predators (InDiMons) to our planet's world line. We see spans and swaths of our galaxy begin to darken and distort, like a shadow cast on a table being loomed over. We prevent them from finding us however the temporary connection to other realms invites waves of inter dimensional radiation into our own. This energy has caused chain reactions of non-radiant fission to occur in the carbon atoms of numerous creature's amino acids all over the world. Some instant, some dormantly effected to phase shift later, the carbon breaks into ionized helium with a new type of charge other than positive, negative or neutral, which spins in the direction of its new additional dimensions axis. This enables the once noble element to bind within its molecules in place of its former heavier element. This new InterDiHelium+ causes the creature's protein strands to refold and scale multiple times in size while maintaining its densities, yet increasing its bonds and atomic forces. The excess energy created from this process is released into the dimension the original energy bled in from and remains entangled with the creature, being able to convert it to its mass in this realm and vice versa, or be released in beams and waves of concentrated energy. For short we call these monstrosities Mons.

\*MashMons (enormous building size creators serving as standard bosses)

Worse even, rare condensed pockets of Xenon around the planet found in places such as mineral springs and oceanic vents were also interdimensionally irradiated and altered in this event, violently compounding together with Carbon or Silicon ect and creating entire new species of gargantuan monstrosities, normally starting off as a type of non laid egg or cocoon.

\*ExDiMon (The ExtraDimensionalMonstrosity that serves as the very final boss)

Mythological examples like Serpentis have hinted at a creature of this magnitude's existence. Stronger than our entire reality itself and more terrifying than any one would ever be able to fathom. It was born in a forest of realities bearing verses and dimensions like fruit from their branches. And like any creature it feeds wholly on them, slowly devouring entire existences of time and space from outside of them, in its own highest verse of dimensions. All that any realm conceivable and other wise, that has ever and will ever exist can hope for, is that it is never in this creatures path while it's hungry.

While waiting for each new Mons to be discovered (and playable) the humans military has organised to prepare to engage them. In addition to numerous drones built for combat and research, Omnitrons have risen as the most efficient weapon in their arsenal and has been designed to be able to Form Shift to be able to engage Mons evenly in combat in every environment. The three forms of which will be the first avatars as more content developes.

### Controls:

Many controls change for different Mons in slight ways, which will be detailed in the bio section for that Mons.

|                 |       |
|-----------------|-------|
| <u>Forward</u>  | W     |
| <u>Backward</u> | S     |
| <u>Left</u>     | A     |
| <u>Right</u>    | D     |
| <u>Jump</u>     | Space |
| <u>Dash</u>     | X     |

|                       |             |
|-----------------------|-------------|
| <u>Guard</u>          | Q           |
| <u>Grapple</u>        | Z           |
| <u>Grappled Break</u> | Left Click  |
| <u>Grapple Attack</u> | Left Click  |
| <u>Grapple Throw</u>  | Right Click |
| <u>Grab Drag</u>      | Move Around |

|                      |       |
|----------------------|-------|
| <u>Climb Mount</u>   | C     |
| <u>Climb higher</u>  | w     |
| <u>Climb lower</u>   | S     |
| <u>Climb Swing</u>   | C     |
| <u>Fly/Swim Up</u>   | Space |
| <u>Fly/Swim Down</u> | C     |

|                         |             |
|-------------------------|-------------|
| <u>Basic Attack</u>     | Left Click  |
| <u>Signature Attack</u> | Right Click |
| <u>Special</u>          | F           |
| <u>Taunt</u>            | E           |
| <u>Control Spawn</u>    | Move Mouse  |
| <u>Detonate Spawn</u>   | Right Click |

## Roster:

### **Omnitron**

Enormous pilot controlled mech developed to be able to face Mons on their own. It is capable of shifting into various different forms to engage targets underwater, on land, and in the air with weapon systems swapping between each for maximum efficiency in each environment, most with guidance and auto targeting functionality further setting it apart from its adversaries. Its biggest hindrance in comparison however is that it lacks reflexes and mobility, being made of dense metals instead of biological InterDiHelium+ infused mass.

\*Special ability (F) form shifts Omnitron, alternating between Geo, Hydro, and Aero forms in that order.

\*Omnitron Geo's Signature attack launches a missile which Omnitron swaps to control with mouse movements. Left or right clicking again or colliding with something will detonate the attack where it is and return control to Omnitron.

\*All forms guard ability generates a shield of energy charged in the opposite polarity of most Mons Attacks, making it nearly impenetrable however all systems and power must be devoted to channeling it to sustain it, making it immobile.

### **CyberSpyder**

A reinforced survey unit capable of scaling walls and transporting samples. Though it is equipped to do many of the same things an Omnitron can such as grapple and shield, it is a much less efficient fighter.

\*Special ability (F press) leaps at either nearest target or high forward and either grapples or climbs on impact of susceptible objects. (F hold) CyberSpyder moves a target reticle around its surroundings and on release special jumps to that location.

### **Panthriar** (In Progress)

## Others:

\*BugBot - Human sized CyberSpyders mainly used for service or military training.

\*Civilian - Human of the world often working when found.

\*Testron - A low efficiency combat prototype which lead to the perfection of CyberSpyder.

\*Aviatron - Weak flying combat unit capable of advanced maneuvers.

\*Submatron - Weak under water combat unit.

\*Geotron - Weak ground unit equipped with advanced anti air weaponry.

\*Swarmatron - Hunter Aviatrons armed with very powerful beam attacks.

Abilities:

Radiatic - raw interGama energy released from instant atomic decay of InterDiHelium+.

FormShift - Omnitrons special transformation into each different mobility configuration.

### Battlefields:

Batsim City - an artificially rendered city created using an advanced holographic technology utilizing radiatic energy to create static solidified photonic structures for combat training against Mons.

## Menus:

### \*Initial loading screen -

fading in and out are the logos of the sponsors and tools used to create the game ending with the Dotosy logo.

### \*Main Menu -

A still screen with buttons and effects layered over a background. Buttons include: Demo Mode, Quick battle, Campaign, Open World, Mini Competitions, Customization, Settings, and End Game. Left clicking each button will load its corresponding scene. Each menu Contains a button that allows you to return to the previous screen and a button that returns the player to the main menu.

### \*Settings -

A list of options which allow you to customize the game to enhance your player experience to your own personal liking. Examples include SFX, Music, Resolution, ect.

### \*Pause Menu -

Whenever in game players may press the “esc” button to halt character actions in order to access various menus. These buttons include examples such as “Settings”, “Flee”, “Main Menu”, and “Exit Game”. One prominent feature will be “Free Cam” which hides all UI features and allows you to freely move the camera around the environment giving you the ability to capture the most epic in game moments and poses.

### \*Credits -

Lists each job and the person who completed it in an upward moving scroll as Omnitron salutes and bows on the left, and videos of Omnitron demonstrations to the right which shrink away into the symbol of Dotosy in the center of the screen as credits end with the designers special thanks holding on screen for a while then ending the application. Pressing any input will exit early.

### \*Demo Mode -

This loads the Demo application of Mega Mash Mons starting at its main menu. Demo play mode allows you to play through the control and gameplay instructions, and Battle Simulation play mode which allows you to select which of Omnitrons forms you will play as and sets you in a battlefield to explore at your leisure and defeat the many different enemies already featured. Pressing escape additively loads the pause screen which allows you to navigate the modes or load the credits scene which plays the credits then ends the game.

\*Battle Search - (In Progress)

Players will select which giant creature they will play as, as well as its team and custom look saved preset which is set up in the customization mode. After everyone's ready checks with the option to use favored battlefield or random, the scene will load with the fighters entering the battlefield each with their own unique entrances, and battle each other until the victory conditions have been met (Such as time limit, damage done, respawn limit reached, ect). The game will proceed to the battle results screen which will show the defeated in each of their own unique losing exit's while the winner is displayed with their victory animation. Other results will be displayed such as how much total damage each fighter inflicted, received, shielded and recovered from. Another will be the number of times each fighter was defeated, respawned, defeated an enemy, ect. The game will then return to the Quick Battle menu where they can have a rematch or go back and choose a different play mode.

\*Tournament - (Coming soon)

\*Campaign - (Coming soon)

Narrator is a disembodied link in the synapse between Omnitron and "agency", the interdimensional interference infecting that video games reality. Lag, unfocus, interruption and else are all constant lower and higher dimensional predatory tactics the players have to combat, represented by this agency.

\*Open World - (Coming soon)

\*Mini Competitions - (Coming soon)

\*Customization - (Coming soon)

## Glossary:

### \*Things you can see in the Beta -

*Base examples of everything you can expect to see in the game including -*

- ❖ Variations of swimming, flying, and running unique to each Mon.
- ❖ Jumping and falling.
- ❖ Damage.
- ❖ Destruction.
- ❖ Respawnning.
- ❖ Dashing.
- ❖ Shielding/Defending.
- ❖ AutoActions.
- ❖ Grappling unique to each Mon.
- ❖ Specials that are highly advanced skills completely unique to each Mon.
- ❖ Variations of Close range attacks unique to each Mon.
- ❖ Variations of Long range attacks unique to each Mon.
- ❖ Auto / passive abilities
- ❖ Hanging, climbing, and swinging.
- ❖ Transforming/FormShifting.
- ❖ AI advanced enough to make decisions on its own
- ❖ AI with lesser inelegance which follows strict paths
- ❖ AI that can detect you no matter where you are.
- ❖ Player bounds which instead of stopping you from proceeding, allow you to for as long as you can out run the KillSwarm which starts hunting you after crossing the military's perimeter check.
- ❖ Environmental hazards.
- ❖ Interactive Objects.
- ❖ Experience Unlocks.
- ❖ Zone activations.
- ❖ AI crowds.
- ❖ Water effects.
- ❖ BatSim battlefield

### \*Things between Beta and the official release -

- ❖ Microsoft Controller properly working :
- ❖ Profile and Monster Customization :
- ❖ Experience outcomes and stats :
- ❖ Monster Roster :
- ❖ Battlegrounds :
- ❖ Advanced art:
- ❖ Advanced lighting:

### \*Post release content -

- ❖ Advanced Customization :
- ❖ Skill Customization :
- ❖ More Mons :
- ❖ More Battlegrounds :
- ❖ Open World :
- ❖ MONS Campaign additions :
- ❖ Mini Games :
- ❖ Gameplay Effecting Unlocks :
- ❖ Non Gameplay Effecting Purchasable's :
- ❖ Open World Quests :

### \*Franchise FlowOver -

- ❖ ToMONGochi : Tamagachi like app allowing you to take care of mons on the go.
- ❖ Mobile mini games synced to PC game
- ❖ 3D printed figures to include with purchases
- ❖ Merchandising

## \*All Features -

### 01: Story -

Humanity caused an event which lured interdimensional creatures into interacting with our own dimension. After which, mutated giant forms of animals that have existed on earth today and in the past arise and began hunting each other all over the world as the military tries to contain it.

### 02: Basic Movement -

*Forward = "w", Backward = "s", Left = "A", Right = "D", Jump = "space",*

Players will traverse basic terrain in a consistent manner between characters by turning in any direction parallel with the ground and navigating it by maneuvering around and jumping over obstacles. Some units have creature movements unique to them, these will be listed in their specific Bio.

### 03: Swimming -

*Descend = "C", Ascend = "Space",*

In addition to the basic movements while in the water, Players will be able to swim upward and downward. Water alters the effects physics has on most units and projectiles, such as increased drag and other resistances as well as sinking slowly and being able to ascend upward. Some units have creature movements unique to them, these will be listed in their specific Bio.

### 04: Flying -

*Descend = "C", Ascend = "Space",*

Movement the same as Swimming for flying creatures in the air, some moving in unique ways which will be listed in their specific bio.

### 05: Climb Mounting -

*Climbing = "c" while in the air near a climb point.*

Most monsters can climb scalable objects such as buildings, giant trees, and cliff walls. This is done by either jumping, falling, or otherwise being airborne and grabbing on to a nearby climb point.

### 06: Climb Movement -

*Ascend = "w", Descend = "s", Left = "A", Right = "D", Jump = "space",*

Players will traverse scalable terrain in a consistent manner between characters by facing the direction of the building and navigating it by maneuvering around and jumping off when desired. Some units have creature movements unique to them, these will be listed in their specific Bio.

#### 07: Climb Swinging -

*Swinging = "c" while in the air near a swing point.*

Players will traverse around sharp corners of scalable terrain in a consistent manner between characters by facing the direction of the building and engaging in a swing action around the corner. Some units have creature movements unique to them, these will be listed in their specific Bio.

#### 08: Falling -

*Passive /= "C" while not grounded out of water.*

All units when falling will display a unique animation and move towards the ground in response to gravity.

#### 09: Damaged -

*Passive*

Upon a player characters health stat being negatively effected, the character will display a unique animation and translate the amount to health bar always visible to the player.

#### 10: Defeated -

*Passive*

Once a units health reaches zero they will display a unique destruction animation before disappearing completely. Most mons will degrade atomically and instantly, transmuting into energy that other Mons feed off of.

#### 11: Resawning -

*Passive*

Some units have the ability to return to battle instantly after being defeated. This is explained as biological units tapping into their dens pool of interDimensionaly irradiated Helium plus and quantum tunneling it to their location to transmute it into mass and reform it's body. Mech units will simply drop in as a new mech once they lose control of their previous one.

#### 12: Damaging -

*On attack contact*

When striking or initiating an offense ability which connects to an enemy of the unit, the unit or projectile will display an impact effect related to the type of damage it caused.

### 13: Roaring -

*Taunt = "e"*

The unit will roar, taunting players and enemies by playing sound and doing a unique animation. In later updates this will be upgraded to locate enemies, lock on to them, restore health, and other functions depending on which unit is using it.

### 14: Primary Attacking -

*Striking = "left click" for some units this is a projectile*

The unit will make a basic offensive move in an attempt for it to contact an enemy. This will display an animation and initiate a sound unique to each unit.

### 15: Secondary Attacking -

*Blasting = "right click" for some units this is a strike*

The unit will make an advanced offensive move in an attempt for it to contact an enemy. This will display an animation and initiate a sound unique to each unit. Some examples of secondary attacking include firing projectiles, beams, setting mines, and more.

### 16: Shielding -

*Guard = "q"*

Units can defend themselves from incoming damage. Units have different types of shielding, most will shield for a limited duration then have to wait for a cooldown to finish before being able to shield again. Some shields also only absorb damage one time then go on cooldown, and combinations of these with different limits.

### 17: Grappled -

*Passive and breaking out of being grappled = "left click"*

If a unit gets caught in an enemy's grapple maneuver it will display a being held animation and sometimes initiate sounds effects, in addition to disabling all commands. A grappled unit can attempt to break out of the grapple which will cancel it's effects and return control to the player, however the chance of success will be diminished in response to low health, type of unit, and other factors.

### 18: Grappling -

*Grapple = "z" some units will have ranged grapples and others can grapple allies*

Units can initiate an offensive ability which will attempt to put an enemy in a hold. Some grapples will allow the grappler to drag the grappled enemy around, carry it, throw it, and other functions. Most units can make a basic grapple attack

using “left click”, an advanced attack which often throws the enemy using “right click”, and some even do damage automatically while holding the enemy.

#### 19: Dashing -

*Dash = “X”*

Units can make a sweeping motion which can be used both offensively and defensively. When initiated the Mon will perform an animation and sound effect, as well as sometimes particle effect. Each monsters dash functions differently with examples such as quickly moving forward a short distance, moving faster than normal but with control and for longer durations, teleporting a distance, teleporting to enemies or allies, and more.

#### 20: Special Ability -

*Mon unique ability = “F”*

This is an action that is different and unique to each individual Playable character. Examples of this can include changing forms to fly or swim, Turning invisible, teleporting, and much more.

#### 21: Player Units -

*Selected from roster and customized in Mon Editor*

The units a player can choose to control and represent them in the games various modes. These include Mechs representing the most powerful asset the humans of earth have against Mons, and Mons themselves that are altered looking creatures of the past and present on Earth.

#### 22: Enemy Units -

*Fought against in the various forms of gameplay*

Units that represent the AI controlled normally weaker enemies of the game. Some wait stationary until a target is detected, some patrol areas on set paths, others randomly choose points to patrol which is ever changing in their routes, and some always know the players location and will hunt them down immediately. Each enemy unit is also different in its behavior after it detects a player, with examples such as returning to its default behavior when unable to locate a previously detected player, some remembering where the previous unit was defeated on respawning, and more.

#### 23: Crowd Units -

*AI controlled passive units that populate the battlefields*

Units that exist naturally in the world. Each reacts to Mons and Mechs differently, some run away then return to what they were when it escapes, some flee to a safe area, some exit the battlefield.

## 24: Interactable -

*Assets which display functions specific to it when near specified units*

Doors, gates, traps, and other objects found in the game which interact when the unit specific to the object is near it or meets other types of requirements such as when a number of enemies are destroyed the door unlocks or when the unit steps on the object it does damage to the unit.

## 25: Scenes -

*Play outs of events that trigger when intended*

The game will feature various cut scenes and events that are displayed in game upon completing its requirements.

## 26: Unique abilities -

*Passive or combo abilities each unique to the individual unit*

Some player and enemy units have offensive and defensive abilities completely unique to them which are either passively always in effect or circumstantial such as an attack changing with consecutive uses or projectile attacks which automatically searches and fires at enemies and more.

## 27: Customization -

*Set up in its own menu mode*

In later development players will be able to make personal changes to Mons they unlock. These will include being able to select between color pattern presets, alter them with detail changes such as adding spikes, horns, and other physical changes, and special effects such as auras or flame, and many more soon to come aesthetic changes which do not effect game play. There will be various ways to unlock new customizations such as selecting between several at certain levels, completing campaigns, unlocking achievements, and winning tournaments.

## 28: Sound -

*Music and sound effects experienced in the game*

All actions and happenings will be accompanied by audio complementation to maintain player agency and increase positive gameplay experience. Explosions will boom, electricity zap, flame will woosh, ect as music is introduced where it can benefit the scene.

## 29: Gameplay -

*Quick battle, Campaign, tournament battle, mini competitions, settings, customize, Open world,*

The game will load the beginning sponsored Logo credits and come to a stop on the main menu which displays the title of the game and the various play

modes offered. Quick battle is as it sounds and is described in detail in the gameflow example section of this document. Campaign is a story driven long transitionary mode played as Omnitron with unique mini expansions added with each MONS. They will provide all the exposition in the MegaMashMons Verse as well as allow you to unlock more features of the game. Tournaments are multiple rounds of quick battles that limit the starting number of players down to a single champion. Mini competitions will be continuously updated with more and more games as they are developed. They will include capture the flag style modes, holding control points modes, races, sports type modes, and more. Settings and customize menus offer players a way to make their Mons and their preferences unique and perfect for their own experience, and Open world will be a spanning venturous land leading to each of the battle fields available in the game and quest areas shared from campaign modes. Players will be able to interact with each other and join temporary "hunting parties", "Packs" which act as guilds that give unique achievements and rewards, duel each other, and in later content experience Dungeons solo or together for legendary behemoth boss fights and events.

### 30: Battlefields -

*The scene which battles take place in quick battles*

Battlefields are the large expanding zones surrounded by a swirling green and grey haze which Mons do battle. When Mons near each other the haze separates outward leaving a pocketed clearing between each Mons. Each battle field is unique and areas vastly differ from each other but will all include some form of water, ground, and perches. Some examples of environments will include a city next to a beach front, A forest with a large river, A mountain with many small rivers, an Island, an underwater cave, and many more. In addition to the battlefields provided from the start of the game, there will be some that can only be unlocked through separate purchases and unlocks.

### 31: Prince Pluto and Princess Charron -

*Scientific Fact: The dwarf planet Pluto and its slightly smaller moon Charron are believed to have once gently collided, touching for some time before slowly drifting away from each other, being what caused them both to be tidally locked to one another as they watch themselves drift hopelessly apart.*

"Prince" Pluto of the Gamma Beacon Enterprise and "Princess" Charron of the Tachyon Repulser Enterprise. The heirs to each of their parents' legacies being two of the most powerful companies in the world for the last hundreds of years. As their fathers often publicly spoke of their intention the media had dubbed them Prince and Princess. Now, They are married and they begin their most daring experiment yet. The TimeFlex.

First, A GammaBeacon is created as a point to mark and be able to calculate where it is in the past later. Second, Tachyons are fired forward in the same course as our planet via a Tachyon "Repulser". Next, we would use our

"Beacon Delaunay triangulator" To factor in how far into the future the tachyons have traveled at their speed and where through space it traveled in each point of the time axis after it comes back to us from the point primarily using how much the photon has red shifted with the stretch of space time in its travel. This is then calculated with the GammaBeacon data, and the center emission point in space time of the two waves compared to the center of the galaxy, and then create a point in present space through a type of worm hole contained in a SpaceWarpEgress, to a location in those calculations.

Upon their final experiment, the Prince is lost in the TimeFlex, the image of him being pulled frozen on the other side of the now still door of energy being contained behind a new type of Faraday box. Unknown to them, the prince was not frozen in his relativity. To him It was they that were motionless on the other side of the door. Each able only to watch the other eternally fade away.

### 32: Experience points / Radiatic Level -

*The main source of progression in the game.*

A Mons increases its Radiatic Level in many upcoming ways, however the primary means will be by defeating enemies, which will typically grant less than normal, normal, or high increases depending on the enemies level compared to their own. Radiatic levels accumulate mitochondrial points used to enhance themselves to the players preference, like increasing power, toughness, speed, Jump height, and much more. As of now, it appears that there is no apex, or "cap" to this power level..

*(To encourage agency and forward exposition)* When Mons are near each other, they're interdimensional charges interact. Like two animals in the cold sharing each other's body warmth and each benefiting slightly, each Mons near each other share InterDiElectrons, causing each to slightly gain Radiatic Level while close. The initial reaction from this proximity also creates a much larger but weaker field whose charge interacts with the interdimensionally ionized haze of the world, pushing it outward towards its edge creating the battlefield as it were.

### 33: Guilds / Packs -

*Factions formed between players for purposes of quicker growth, coordination, and competitions.*

Mons are able to Radiatically entangle themselves in a single link between many different Mons of any type. This will enable them to easily find each other when needed and benefit from a small constant Radiatic level stream while in battle at the same time, increased further if in the same battle.

### 33: Self Sabotage -

*A fake novel within the story of Mega Mash Mons*

In a rare admission from Princess Charron she describes that it was never her desire to take over for her father, stating she would rather have been a

writer. Proving her passion for it she wrote several world renowned novels to a single series around the following story. In the far future something secret goes wrong on a stellar labor vessel. The main character, Richard Swooney, a father of one contracted for a single tour along with thousands of other workers aboard must survive the company attempting to cover up a mistake that could lead to their downfall and return home to expose the secret. In the end, the real secret turns out to be the contract he signed wasn't for a single tour. It was for as many as they needed, and it wasn't for himself, it was for a clone whose memory would get wiped in cryosleep each time a mission was complete, finding this out as he watches his much older self enjoying a lavish life with his wife and four kids.

### 34: Jinn Mural -

*What starts it all*

A large tablet made from a metal not possible on the periodic table with a charge from other than our own laws of physics, depicting raised images of creatures which slide across its surface, and a 500 year old blood smear on one of its corners. It was first discovered in an ancient temple sealed for the last thousand years, unearthed from a massive sinkhole. Genetic tracing leads to a still living relative named Poe Jinn, an everyday worker who is encouraged to take up research in the field after. For the next 500 years, his family's studies of the mural lead to incredible advances in energy and transportation technology and understanding of wave functions and particle physics. Most recently of all being the development of the TimeFlex.

Through the story, it is learned that the temple the tablet was discovered in was believed to be used as a beacon through time, this tablet being the apparent key to its operation, which was found ironic as it is what led to that very purpose. It is realized in a moment of drama, how incredibly odd it was that a Tablet with 500 year old blood on it was found in a room that had been sealed for 1,000 years, came to create a device that nearly went back in time by a person whose blood matched that on the tablet. This leads to wild accusations and mistrust for the remainder of the story until present Jinn scientist nobally sacrifices himself to save everyone, his blood ending up on the tablet before it disappears into a wormhole to be brought to its resting spot on the ancient beacon, 500 years after it had been built and sealed.

### TimeLine:

- 1) Jinn Tablet discovered.
  - 2) Descendant of blood on tablet found and recruited.
  - 3) Media frenzy over Pluto and Charron causing Pluto to shy away from Charron.
  - 4) 2 world corporations collaborate.
  - 5) TimeFlex Excellerator built.
  - 6) Prince Pluto Princess Charron engagement.
  - 7) First stages of time travel attempt launched .
  - 8) Over the months of calculating coordinates in space time to be able to attempt travel, distortions and blotting over the galaxy is discovered.
  - 9) First Mons sighting, believed to be from another dimension.
  - 10) True origin of Mons discovered to be atomically altered earth animals caused from undetected interdimensional energy streaming into our universe from the egress in wavelengths imperceptible to us at the time.
  - 11) First Mega Mons sighting and discovery of dormant InterDiHelium plus clouds which cause larger more powerful but less versatile mutations.
  - 12) TimeFlex Excellerator destroyed, Pluto lost drifting forever away from Charron leaving her to feel as she did when he distances himself from her when younger.
  - 13) Omnitron construction finished and tested **\*\*In game Demo\*\***.
- All TimeLine points after this are only unlocked with campaign progress*
- 14) First test battle of Omnitron versus Mons.
  - 15) Specialized Omnitron controlled by AI glitches from energy flux and goes rogue.
  - 16) Omnitron is utilized to defend populations and escort research vessels, fighting off Mons and occasionally encountering RogueOmni which easily defeats Omnitron when bothered long enough to stop caring about it to pursue its prime directive of eliminating all Mon specimens.

17) OmniRogue is revealed to be piloted rather than AI controlled as everyone was convinced, and by Princess Charrons father the CEO of one of the world corps.