**Status**: Speed, Strength, Power, Defense, Reflexes, Empathy, Obedience, Defense, Accuracy.

**Modes**: Singles, Doubles and Triples. Can have up to 6 players in the same fight (teams of 3).

**Transmutations**: Phonemons, besides transforming (temporary), may undergo metamorphosis (permanent) in the middle of battle. Phonemons can only transform when they have a good connection with the trainer and / or when properly energized, and can only morph when they have sufficient experience, when properly energized or by some other external factor.

The only phonemon that has not changed in a conventional way is Platrans, which becomes the closest opponent of random choice, trainer choice, or AI reasoning.

**Dodge**: can be up (left, in platform view), down (right) and between these two, rolling.

**Autorithy**: Even caught, phonemons may not obey the trainer or know how to fight. It is up to the trainer / breeder to train them in a tiring and very elaborate training.

**Power Mixing**: There will be power mixing, which can make the powers of two enemies, two partners or the same phonemon collide, weakening / destroying one or the other, mixing, moving forward or backward (physics). applied here).

**Availaibility**: You must scan a phone card and then release a phonemon for a maximum of two hours, then it will be collected and you will have to re-scan it. While a phonemon has been released / scanned, those who have the same code as your phonemon will not be able to use it, they will be busy (phone cards will be universal ports, just like S.A Monsters ports). Phonemons will not be stored on the cards themselves, only links to where they are!

**Age vs. Level**: Age will also interfere with level. A baby phonemon cannot reach a high level. Time will have an advantage here, whether or not you are the best trainer in the world.

**Vocations**: Phonemons will also have vocations in their DNAs: some will have vocations for fighting, others for other types of contest, others for helping in nature, etc.

**Strategy**: "Train your phonemon for new strategies / resistances / etc. Use the environment and physics to your advantage!"

**Experiences**: The exp. will be in points and knowledge data for phonemon AI. There will be the exp. in fights (even if the phonemon passed out, it won't lose the exp it has gained so far) and conclusive exp. (the learning and the conclusion of the whole battle). Phonemons experiences may be infinite level according to memory.